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# Nintendo

OFFICIAL MAGAZINE UK



**NINTENDO DS**  
WORLDWIDE  
LAUNCH  
DETAILS  
p28

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AND ZELDA!**



**Mario vs DK**



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# Welcome

# Welcome to *NOM UK*



**Bring on the Nintendo DS right now! Silver stylus *Metroid* blasting! *Mario 64* x 4! Touch-screen *Wario*! It's all been too much to take in since E3!**

We bet you can't wait 'til the UK spring launch and we couldn't deny you all the juicy US details. They snuck up on us like Link after a porky pig and it's made our magic meters leap off the scale. Yours will too with our official news starting on p28!

The Nintendo DS is going to cause a gaming revolution and we aren't going to stop this month. Next issue we'll be the only UK mag to have a hands-on introduction with the machine BEFORE its US launch. Dean's heading to a top-secret location to check it out and will be reporting back just for you. How do the US games play? Is *Pictochat* still a laugh? What was the rude picture Mike drew on it at E3?

All this and more will be answered next month. If you love Nintendo and want to know EVERYTHING about DS, this is the only mag you'll need.

Enjoy the mag!

*Tim Street*

Tim Street, Editor



# Nintendo®

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(and the DS game they can't wait for)

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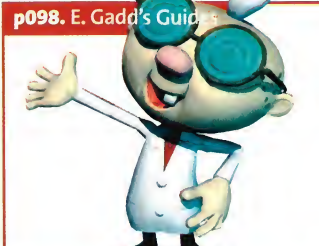
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## The exclusive review

Paper Mario: The Thousand Year Door

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## 10 Things we didn't know last month...

1. Dean would have to spend a whole weekend playing with Mario (*Paper Mario 2*, p010)
2. We won't have to learn Japanese to play DS launch games (DS launch details, p028)
3. There wasn't a sandcastle in sight on our beach road trip (*Donkey Konga Beach Road Trip*, p036)
4. Mike would burst into tears after getting hammered on *Prime 2* (NOM Challenge at Game Stars Live, p040)
5. That tennis + Mario + super moves = a lot of fun (*Mario Tennis*, p062)
6. Burman would kidnap his girlfriend's mates and force them to hit drums (*Donkey Konga*, p076)
7. American football would be better than the beautiful game (*Madden 2005*, p087)
8. Prof. E. Gadd would cause Dan to have a nervous breakdown (Professor E. Gadd's Guides, p098)
9. Dave Every would win... again (Hall of Fame, p114)
10. Even after the kidnapping, Burman would still make people play *Konga* (Hall of Fame Extra, p122)

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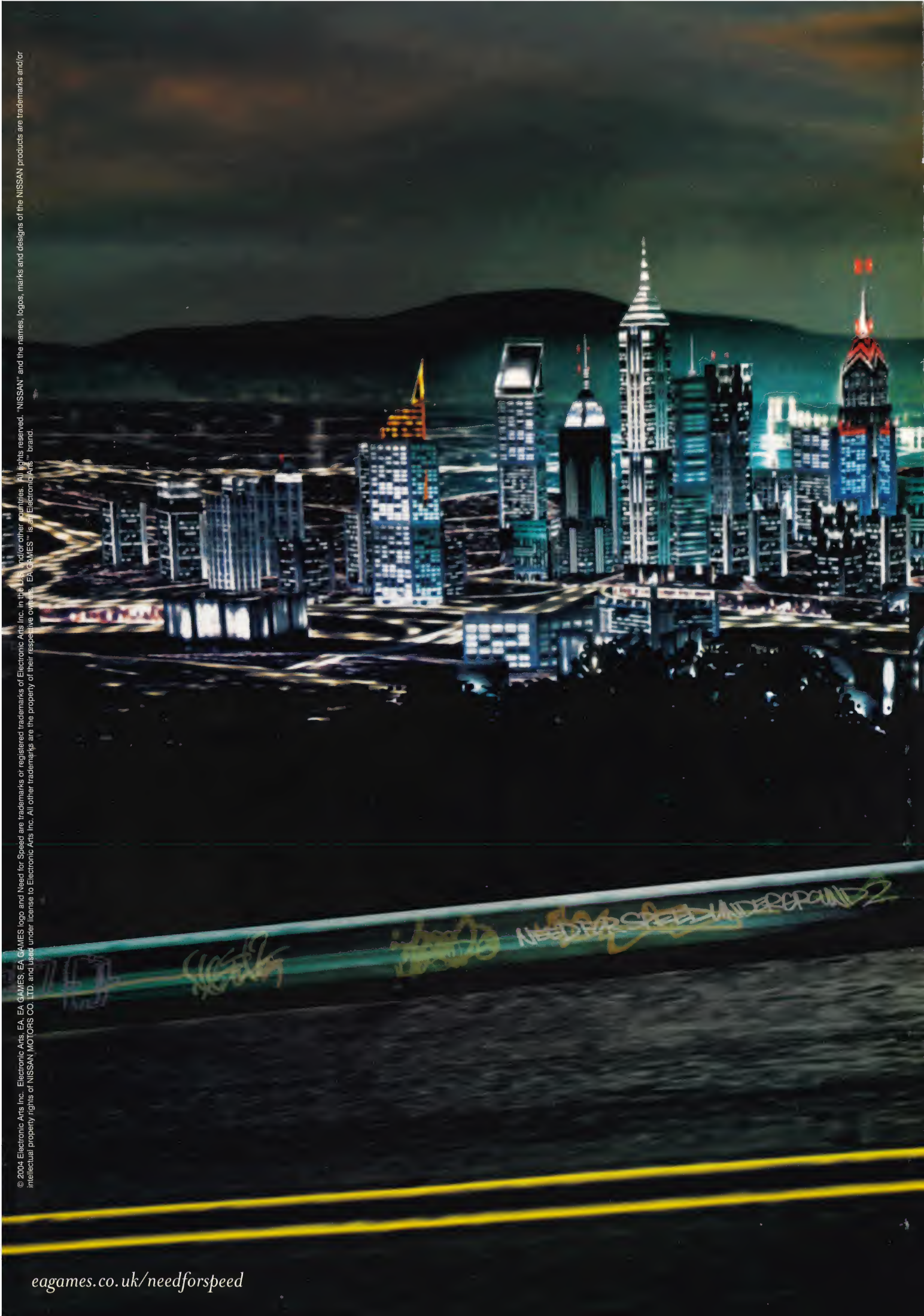
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**Review**

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■ When Mario told the pig that hot dogs were made from pigs and not dogs, he had a breakdown

#### Game info

Price: £19.99  
Publisher: Nintendo  
Web: [www.nintendo.co.uk](http://www.nintendo.co.uk)  
Players: 1  
Memory: 17 blocks

OUT  
NOV 12th



# Paper Mario: The Thousand-Year Door

Is it a bird? Nope, but he fights them. Is it a plane? Yeah, sometimes. It's a super Mario RPG!



■ Judging by yellow face's grin, he knows that Bob-Omb is gonna go off and cook everyone to death

> Let's be honest, RPGs are rubbish. What does the name even mean anyway? Surely EVERY game is a 'role playing game'. You never play 'you', do you? You're always someone else. But not having a proper name is the least of your worries when you hardly even have any gameplay.

You do more reading playing an RPG of an evening than you do all day at school. You tap one button to keep the words coming as a boring, long-winded story is force-fed down your throat. Your role is simply to make suggestions. Why don't you, Mr Big-Haired Protagonist, swing your sword at that dragon thing. Actually, have a sip on this elixir before you do. Look at that! A '-22' just rose up from its head! Wait a minute, I'm wasting my life.

RPGs, it's over. Take your sweeping orchestral soundtracks and your magic points and leave. Hang on, who's this flat fella in the red cap? Oh, it's Mario. And he's come to save RPGs. >>>





>>> *Paper Mario: The Thousand Year Door* is brilliant because it does everything it can to completely disregard the RPG rules. If someone's banging on at you for ages, Mario gets bored and FALLS ASLEEP. During the fights, you have to pull off little feats of button bashing and timing to make your blows count. You feel like you're \*gasp\* ACTUALLY DOING SOMETHING. The bits between the fighting aren't just linear stretches of pretty pictures, you



actually have to leap off platforms. Fold yourself up into a paper plane and fly. Crack blocks open. Find secret pipes. You know, MARIO things.

The story that underpins all this is funny and entertaining and weirder than a hairy egg. Guess who's been kidnapped AGAIN? Being royalty, you'd think she'd have enough spare cash to hire a bodyguard. Guess who's kidnapped her? HA! WRONG! It isn't Bowser. hilariously, he

### "There's enough depth to satisfy XP obsessives and Mario fans."

himself can't quite believe she's been kidnapped by someone other than him. No, Peach is in outer space with the X-Nauts. They need the seven Crystal Stars to help them blow up the universe.

Seven Crystal Stars. People get paid to think up these kind of plots. But the game seems to know it's all rubbish. What other explanation can there be for Luigi's side-quest? When Mario crosses paths with his brother, Luigi tells how Princess Éclair has been

kidnapped by the Chestnut King. And now he has to scour the Waffle Kingdom for the seven parts of the Marvellous Compass. Mario falls asleep listening to it, but it makes you grin. Most RPGs have a total sense-of-humour failure, but *Paper Mario* is constantly tongue in cheek.

Telling the story would be boring. You're better off seeing for yourself how the world's most powerful computer falls in love with Princess Peach, or how every chime of the Twilight Town bell turns another one of its residents into a pig. Or how to access certain pipes you have to have your name written on your arse in marker pen. It's an engaging script throughout and a quite brilliant localisation job has been done. Apart from when the game's seedier characters are slagging each other off (you didn't really expect to hear swear words in a Mario game,



■ If you have trouble taking out a couple of Bullet Bills, the screen-filling bosses like Cortez here will end you



■ We thought that would have *Tetris* on it. It didn't, so it loses 3%

## I'm back here!

Take Mario onto a whole new plain.

■ Everything in this game is supposed to be made out of paper. You can see the different layers for trees, hills and the like. It

looks cool, but if you take the right pipes you can explore the backgrounds and find cool secrets.



Crossing the bridge and... is that a pipe on that island? We must be able to go there



Use Yoshi to glide over the water. If you fall in, Mario gets chomped by a nasty fish



Bingo! Down the pipe and there you are. Miles off in the distance. How cool is that?



# Crease yourself up

With a few folds and rolls, Mario can do great things.

The real Mario can swim, but Paper Mario would obviously just get soggy and rip. But being made of paper has its advantages, even if the chest spirits that give you these skills think they're saddling you with some horrific curse that's going to make your life a misery.



**FLY!**



**FLOAT!**



**SLIM!**



**ROLL!**



If there's a doorway on a ledge you can't reach, it's a fair bet there's a paper plane launchpad somewhere nearby. Glide!



Water? Not a problem. Mazza can fold himself up into a tidy little sail boat. Avoid the waves though, they'll take you out



Side-on, Paper Mario is practically invisible. Use this to slip through the bars of a cage or to creep through secret gaps



Stuck behind a low tree branch? Easily solved. Hold **R** to turn side on, spin the analogue to roll into a tube and roll under



■ Mario and Yoshi abandon the quest and decide to kill this guy and nick all his books



did you?) there's nothing to make you win. That's a minor miracle for any Japanese RPG that goes West.

You expect an RPG to look great. There's no excuse for them not to. But this one looks so great it ought to be a crime to play it using a composite video lead. You know the one you get free with a GameCube? The yellow, red and white wires? If you use that, we think you should be put in jail. It blurs the pin-sharp cartoon edges and washes out the colour. Honestly, if you're running this through an

RGB scart cable your TV's colour guns fire in wondrous union. Your humble goggle box is in sweet, sweet heaven. We think, in its own way, this is the finest looking game on GameCube.

The style is just stunning. Just about every character is paper thin, but the worlds are all 3D — 3D like a paper cube is 3D, that is. You walk into a building and the walls fold down so you can see what's happening inside.

The 'paperiness' of everything is essential when you're exploring each of the diverse worlds you access from the

shady pirate hub area called Rogueport. If you see a bit of a wall 'peeling' off you can usually blow away a sheet of paper to reveal a hidden bonus or secret passage.

From level to level, the style changes massively. Rogueport is probably the least interesting locale of all, especially when contrasted against the

flashiness of Glitzville. That's the Las Vegas of the Mushroom Kingdom, it seems. Then you've got the eerie otherworldliness of Twilight Town with its freaky yellow-eyed residents and Boo-packed ghosthouse. The Great Boggly Tree stages have white blossom tumbling everywhere and beautiful rainbow fields in the distance. >>>





>>> The fact that it all looks so amazing keeps you hungry to explore. And that's a trait you need because *Paper Mario* often wanders off into *Legend of Zelda*-territory with its puzzles and convoluted routes.

Role playing games, let's not forget, are derived from games where you roll a dice to determine how much an attack damages an opponent. That's why the battles are usually so passive. We're not expecting every random confrontation to be like *Soul Calibur 2*, but there has to be more to it than selecting a spell, surely? *Paper Mario* answers this game-threatening question with the answer of your dreams.

As you're wandering around,



■ Say hello to The Great Gonzales



■ Match up the icons! It's damn near impossible



■ The exclamation mark means they are coming for you. Either get out of the way, or land the first blow



■ There are 'Stylish' timings for every attack, but these are shown. Master them for greater damage



there are a lot of people who decide you need your ass kicked. Most of them you'll have seen in a Mario game before and will have dispatched pretty quickly by stomping on their face or toasting them with a bouncing fireball. Here, they're a bit tougher. But you have a bloody great hammer, so it kind of all evens out in the end.

In the split-second the fight starts, you can interact more than in most turn-based battles. See the foe coming and jump on his head or hammer it, and that becomes the first move in the

## Super... BOWSER BROTHERS?!

It's time for those Goombas to crap their pants.

■ You control a variety of characters other than Mario in this game, but the Bowser segments are a highlight. There are a

couple of stages thrown in that parody *Super Mario Bros.*, with a giant-size Bowser stomping (and swimming) through the levels.



The second this screen pops up, you know you're in for a laugh



When Bowser busts the blocks, a chunk of meat flies out instead of a mushroom



Eating the meat makes Bowser grow ENORMOUS. It's pretty damn funny

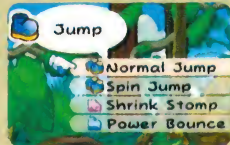


# Anatomy of a fight scene

Here's what you need to know when Mario is busting some heads.

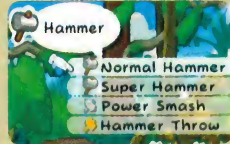
## JUMP MENU

Houses all of Mario's jump attacks. The number after each move denotes how many Flower Points you need to spend on it



## HAMMER MENU

All Mario's Hammer attacks are here. They're less combo-able than the Jump attacks, but will end up doing more damage



## ITEMS MENU

All the stuff you've collected is here. Get a health boost? Weaken your opponent? Make yourself invisible? This is where to come



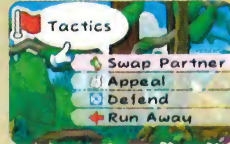
## SPECIAL MENU

Home of your special attacks. They use Star Power and typically require nifty timing. Awesome destructive power though



## TACTICS MENU

You can swap in a new partner here, defend for the round, or just hammer the A button and leg it to safety behind a mushroom



## MARIO'S HEALTH

Goes down when you get hit. It's Game Over when it hits zero. There are no continues

**PARTNER'S HEALTH**  
If these reach zero, you can swap in a new partner

## FLOWER POINTS

These are used to fuel anything more powerful than your basic hammer or jump attack

## STARS

You earn these by winning a fight. Get 100 and you can 'level-up'

## COINS

Your money. Used to buy stuff. You'll lose them if you run away from a battle

## STAR POWER

You build this up by wow-ing and appealing to the crowd. Use it for special attacks



## AUDIENCE COUNT

They say how many Stars you get after a fight and boost your Star power. Fight well and more show up

## THE AUDIENCE

Sometimes they throw a rock at you and you need to wade in and leather them

## YOUR ENEMIES

We've equipped a special Badge to be able to see their health points

## THE SCENERY

Can actually topple down on you if your moves rock the screen

fight. To swing the hammer, you hold left on the analogue stick and release it with split-second timing. Get it bang on and you strike with maximum power. You collect Badges throughout the game that allow you to do even more vicious attacks — each one requires more interaction and timing than the last. A series of sharp button presses might let you repeatedly jump on an enemy's head four or five times to really harm them.

When it's their turn to attack, you don't just sit back either. Normally in RPGs when it's your turn to get walloped, you sit back and take it. But how is that right? You want to have a go back and here you can. A well timed press of A deflects some of the attack's energy. Actually, you can repeatedly tap A and that usually works. Better still is the reversal. Hit B at the split-second their attack



■ Mario meets Jordan and screams a compliment



■ The screen-rocking special moves need god-like rhythm and timing

connects and it's them that's damaged and not you. There's no cheating here though: you get one button press. It's risky. Of course, there's a degree of tactical thought involved. Equipping the right Badges before the fight can give you the edge. Judicious use of the right items and special attacks will also help. Oh, and your partner comes in useful, too. Over the 60-plus hours you're exploring this cardboard

Mushroom Kingdom, you meet a few people willing to stand by your side in battle. Goombella the Goomba, Koops the... well, it's all pretty obvious. And when you're off prize fighting under the name of The Great Gonzales, you meet this green dinosaur guy... Choice of partner is critical. All enemies have strengths and weaknesses. Attempt to butt-slam anything with a spiky shell, and Mario's going to be making an embarrassing trip to A&E. >>>





>>> And you can bet the Mushroom Kingdom hospital is full of Goombas waiting for a cheap laugh. Some enemies can't be hit at all, but take damage when Yoshi licks them up and gobs them out. The possibilities are massive and you'll have great fun finding out who hurts who.

Trouble is, it does take a few hours for you to really start enjoying the fighting part. Like all RPGs, *Paper Mario* is slower out of the blocks than a sprinter

whose legs have magically dropped off. Every character in the game gets terminal verbal diarrhoea the second you agree to finding these Stars. The relentless reading is only broken up by fights. Fights where your skills are so limited you end up using the same moves over and over again. The game has to ease you in gently, but early on it comes close to sending you to sleep. It's only when you know your stuff that you're allowed to get out there and explore.

### "It's brilliant because it does all it can to break the RPG rules."

Like *The Legend of Zelda* games, gaining a new ability opens up new areas of the map. The young Yoshi does his best stab at the *Yoshi's Island* hover move with a fat Mario on his back, but the best new skills come from locked chests. Actually, they come from a spirit inside the chest. It complains

about being locked up for aeons and promises to help you. You find a key, release it and it punishes your stupidity.

It's pretty funny, actually. It seems to think that having the ability to roll yourself into a tube or fold yourself into a paper airplane is some kind of insufferable curse. It never stops

## Paper Mates

You're not alone. These guys will help you.

You team up with a lot of different people and they'll stand by your side in battle, bringing their attacking skills. What's more,

they help you explore every corner of the Mushroom Kingdom. Here are a few of the earlier comrades and what they do.

### MADAME FLORRIE

She's fat, but that means her body slam attack does serious damage to your foes. Really though, she's all about blowing wind out of her mouth. No, not her fat, white ass, her mouth...



Can you imagine a way past that annoying haystack?



Let Florrie puff at it and the sheet of paper blows away!

### ADMIRAL BOBBERY

The Admiral is a Bob-Omb. But unlike most of his short-fused species, he doesn't just explode once and that's the end. Nope, he lives on looking a bit blackened and dazed. A very helpful chap and no mistake.



A cracked wall. *Zelda* Law tells us to chuck a bomb at it



Bobbery might not like it, but he's the explosive. Success!

### YOSHI

You rescue a hyperactive egg from a hotdog salesman that wants to cook it. And then this familiar face pops out. He calls you The Great Gonzales, which is the name Mario fights under in *Glitzville*.



Mario can jump, though this is well outside his range



Even with fatso riding, Yoshi can get you across gaps





■ It's all made of paper, see? Sheets get torn off to reveal stuff



■ That's The Thousand-Year Door. It doesn't have a letterbox



going on about how rubbish your life will be now that you can do all this new cool stuff. If we ever get busted for something and end up in court, we hope we get him as a judge. He'd probably sentence us to spending a million quid on video games in Akihabara, Tokyo. That would be SO AWFUL.

Paper airplane markings designate a launch pad. You can't just fly from anywhere. You fold up and try to make the most of your altitude by diving and climbing like when you're flying with the cape in *Super Mario World*. When you're flying, sailing, rolling and winding up



Mario's thin body to get block-smashing leverage on a hammer swing you might just forget you're playing an RPG. Certain sections are pure platform game, requiring such precision leaping that you're going to need a fair few attempts to nail them. There are a pair of red switches in the Ghost House in Twilight Town that move a staircase backwards and forwards so you can access three different walkways. It really feels like something out of a *Zelda* game.

When we played *Four Swords* on GameCube recently, we enthused about the massive

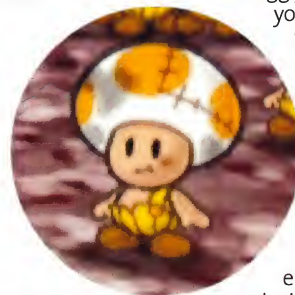
numbers of sprites on screen. Well *Paper Mario* makes even the busiest screen on that game look emptier than the elephant man's little black book. When the screen floods with enemies in this game, it does so to utterly preposterous levels. At one point there are so many skeleton Koopas on the screen you can hardly see where Mario is. Luckily, whacking the hammer off the floor sends tens of them flying. It's an amazing sight.

One of the games best

sections even has you commanding an army of 101 followers. After rescuing a screen full of Punies in the Great Boggly Tree, they follow you around. A ton of these little grey slug

guys. You lead them across thin walkways, blow them down holes and eventually engage another hundred-strong army in the ruck to end all rucks. Later on during this level, a boss

triggers a *Metroid*-style countdown for you to rescue all 101 of your mates from the tree before it explodes. >>>



■ Nobody told Bowser that fire doesn't work underwater, clearly



■ How did those assholes from *Mario Sunshine* get in here? SECURITY!?

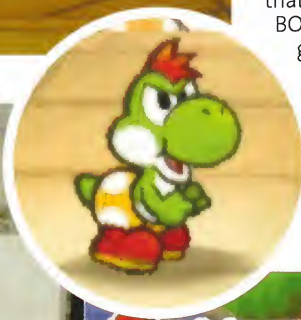




■ When you can't be bothered fighting, leg it



■ Even the waves roll up into coils of paper. Slick



**"There are so many Koopas on the screen you can't see Mario."**

>>>The game just keeps surprising you with neat little touches. Boredom is basically an impossibility. Mario fans are going to love all the little in-jokes, too. Princess Peach whistles the classic Mario theme as she goes for a shower. Mario's email alert is a little jingle from *Super Mario World*. And the brief sections where you get to play as Bowser give no clue of the glory that follows later... SUPER

BOWSER BROTHERS. The screen goes black, there's a timer... and you're in. A giant Bowser stomping across a side-on Mushroom Kingdom plain. Goombas amble into view, take one look at the scaly giant approaching and leg it. It's guaranteed to crack you up.

It's also guaranteed to take over your life. You're not beating *Paper Mario* in a weekend even if you don't sleep. Seriously. This is a proper quest. To grab all of the Crystal Stars and open the Thousand-Year Door is going to take around 40 hours. More so if you're doing the full-on tourist bit and butt-slammng everywhere and rustling bushes to throw up secret objects. But as you'd expect from Nintendo, there's a massive amount to do outside of your main mission.

For a change of scene, there's a messageboard full of side-quests in Rogueport. Slightly dodgy package drop offs, bizarre shop price spying missions – each takes only a few minutes, but earn you coins. You can also kill time at Don Pianta's arcade.



■ Mario hardly talks at all in this game. Say a prayer of thanks to your chosen god for that

## The Pit of 100 Trials

The ultimate test of power.

■ A hole in the ground. One hundred levels of fighting to wade through. It's not

even worth attempting until you're seriously levelled-up, but it'll show you

just how hard you are anyway. If you're brave enough to try...



The sign tells you to stay well away. But you're either hard or stupid and dive in anyway



The fights come thick and fast. Multiple enemies and getting harder the deeper you go



There's the occasional respite to buy items and regain a little bit of health



Can you get all the way to the bottom? We couldn't. Not on this occasion anyway





■ The Creepy Steeple ghost house is like being in *Super Mario World* again. Yes!

■ The clock is ticking, and you've got to get 101 guys out

There are four mini-games and a giant original Game Boy that's keeping score. Like in *Wario Ware*, even simple feats like flying a paper plane take on compulsive addictive qualities when your name goes on a scoreboard.

Then there's The Pit of 100 Trials. It's basically a game in itself, where you descend through 100 levels of progressively tougher fights. Each win takes you further down, unlocking bonuses and gaining experience as you go. Again, it keeps a tally of your best

descent ensuring you'll be back for more Pit action straight away.

So that's *Paper Mario: The Thousand-Year Door*, the RPG that manages to be brilliant by being the least like a traditional RPG as it can get away with. It pulls off an amazing trick in having enough tactical depth to satisfy those who obsess over wizards and XPs, but is also compelling to Mario fans. Prepare to take a long holiday in parts of the Mushroom Kingdom you never knew existed.



■ Rain star pain down on those cannons! It doesn't hurt them. It's all over for you



■ Luigi changes the subject when Mario asks why he's in a cellar bar with a mouse

## So, should you buy it?



### Yes if...

Mario is your religion, your icon. This is your new place of worship.

### No if...

You can't read. There's a lot of text. That's the nature of the beast, we're afraid.

### You'll love it if you like...

Magic points OR pixel-perfect platform jumping. It's all here and playing great.

## GRAPHICS

10

Just stunning. Bold, beautiful and frequently comical. You have to love it.

## SOUND

8

It sounds like you're in some kind of theme park. In a good way, mind.

## GAMEPLAY

9

Breathes new life into stale RPG battles and the exploring is excellent, too.

## LIFE SPAN

9

It's a huge game and the numerous side-quests devour all the time you have.

## VERDICT

> A bona-fide Mario classic that weaves a cracking story around beautiful locations and really gets you involved in the battles. It makes you laugh and often makes you forget you're playing an RPG. *Dean Scott*



**BEST BIT:** The graphics! No, battles! No, exploring! Okay, it's the graphics.

**WORST BIT:** At the start, you wish people would zip it and let you get on.

## SECOND OPINION

> I missed out on *Paper Mario* and couldn't wait to get my paws on this. Rest assured it didn't disappoint and it gives boring RPGs a fireball up the ass! *Rob Burman*

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

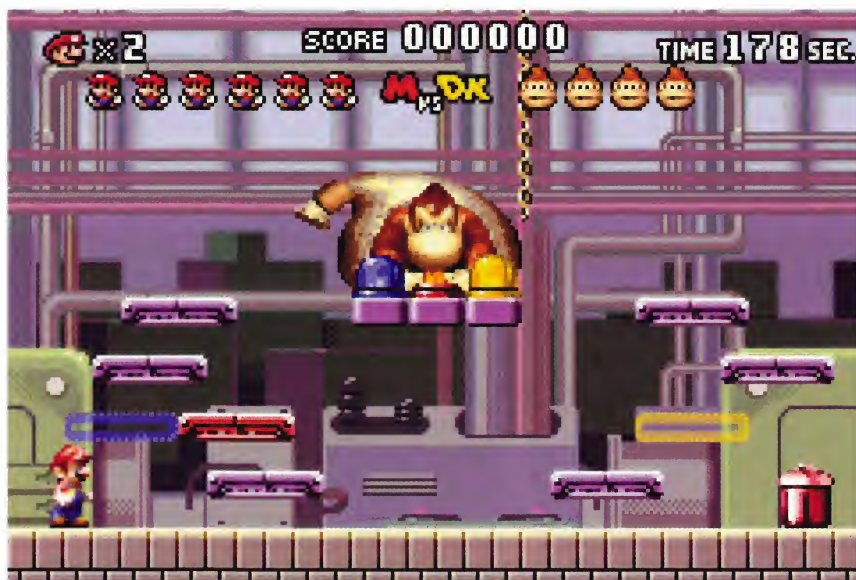
"WONDERFUL"

91%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK







■ When Mike heard an elder *NOMer* say "It's all nicked off *Jet Set Willy*" things turned ugly

# Mario vs. Donkey Kong

For crying out loud, why can't those guys just try to get along?



■ WHANG! That's revenge for '81

■ Mario risks vertigo and chafing

### Game info

Price: £29.99  
Publisher: Nintendo  
Web: [www.nintendo.co.uk](http://www.nintendo.co.uk)  
Players: 1  
Memory: Cart Save (3 slots)

OUT  
NOV 19th

➤ Can there be a more troubled relationship than the one between man and monkey? Sprung from the same primordial soup, but worlds apart. One, an upright-walking, fast-talking, skyscraper-building captain of industry. The other, an habitual poo-flinger who lives in a tree.

Of course, over the years there have been uneasy alliances. Clint Eastwood forged vital links with the orang-utan community in the 1970s and every time a chimpanzee dons people clothes and pretends to drink tea, it's a victory for good old-fashioned common sense.

But these peaceniks are few and far between. The Nintendo faithful don't need to look far to find the original damn dirty ape. When our hairy cousins finally get around to talking and decide to enslave us on, if you will, a "planet of the apes", you can bet that Donkey Kong will be leading the charge. He was chucking barrels at plumbers when his hairy buddies were still trying to work out which was the

business end of a banana.

Here's how it plays out: Kong sees the season's hottest toy, the Mini-Mario, on TV. He wants it. Fair play to him, he goes to the shops to get one first. Disappointment ensues, so his only recourse is to rob the factory for the whole lot. Mario, as beneficiary of all those Mini-Mario royalties, is hot on the trail of the gangling felon, and that's where you come in.

*Mario vs. Donkey Kong* is a complete re-tooling of *Donkey Kong '94* on the original Game Boy. There are new graphics, new moves and new layouts, but it retains the

amalgam of puzzles and platforming that made the 1994 title so compulsive.

The basic gameplay consists of tripping switches to turn platforms on and off, gaining access to items and

hurling stuff onto conveyor belts for last-second retrieval, all the while avoiding the attentions of Kong's allies in the man-monkey struggle. When it all goes right, a feeling of zen calm descends. When it doesn't, you will know desolation.

Initially it feels like a very small game. There are six worlds of eight stages each, the first six stages in two parts; comprising first the search for a key and second a hunt for the mini-Mario that Donkey Kong has stashed



■ "Oh Mario!" Mini-Marios in peril AGAIN





# Wait! There's more!

When you think the game is over, it's only just begun.

We like surprises – not stuff like finding out someone you treated as a woman used to be a man – game-lengthening ones. Beat the monkey at the end of World six and fiendish Plus levels open up. Get to the exit with a mini-Mario in tow. And they're new levels, too. YES! P.S. There's EVEN MORE after these.



PLUS levels feature MORE death



Oddly, his soles ain't spike proof



"Oh Mario!" OH SHUT UP!



You may spend most of your time wanting to kill Mini-Mario/yourself



Mario scores a hefty 2000 points from the Russian judge (who, as always, is drunk)



## "Mario's latest screams quick-play handheld puzzle fun."

somewhere. The seventh stage has you leading your little herd of toys *Lemmings*-style towards a toy chest and the eighth is a boss-stage face off with Donkey Kong himself, as the pair of you hurl objects in each other's general direction.

Considering that having owned the game for a day, you'll probably have cracked the third world and be well into the fourth, it doesn't sound too impressive. But halfway through Spooky House, things ramp up from gentle problem-solving to fiendish head-scratching. And if you finish all six worlds in the 'regular' game, you unlock six Plus worlds which upgrade

"fiendish" to "heartlessly cruel".

For the Plus worlds, the mini-Mario shepherd act is bolted onto the battle with switches, conveyor belts and creatures. What you may want to do upon reaching this point is clear a space in the room for the tufts of hair you'll be removing from your head at regular intervals.

If you're going to make it to the Plus worlds, let alone collect the presents scattered through the game to open up the (plain-tortuous) Expert worlds, you're going to have to master Mario's arsenal of acrobatics. Fortunately, he appears to be made of pure muscle, climbing ropes,

executing perfect handsprings and backflips, and spinning on tightropes with all the finesse of a steroid-riddled 15-year-old Russian in a leotard. It's particularly satisfying to have Mario walk on his hands as debris bounces off the soles of his boots.

In time-honoured Mario style, by the later levels you'll have to use your enemies as both weapons and helpers, lobbing Bob-ombs to clear your path and shelling Kong with Shy Guys. It'd take a hard heart not to fall for Boo the ghost, who stops dead and hides his eyes when you look at him. Well, at least until he kills you for the tenth time.

The controls are close to spot on and the inclusion of tutorial movies for new moves at the start of a stage is lovely attention to detail. As the game progresses,

it's sometimes a little hard to execute a back flip from a standing position on the back of a moving rhinoceros in order to grab a monkey's tail while avoiding being brained by a falling egg – but therein lies the beauty of *Mario vs. Donkey Kong*. Once you think you've got the game licked (possibly doing a hip-yratory dance or pulling a monkey face at your GBA), it turns around and shows you exactly who's boss.

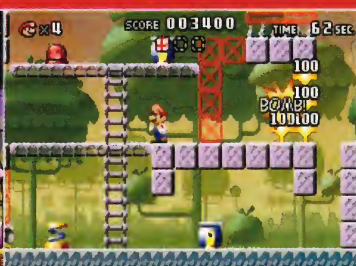
With only six distinct worlds and compact level design, this could never be a graphical tour de-force, but we have mixed feelings about pre-rendered sprites. We just think, like, if you use them you should be forced to eat congealed urine while getting a rectal examination from the Pokémon with the biggest hands. >>>



» The introduction is short, ludicrous and priceless. The sprites have a retro *Donkey Kong Country* feel, while the level backgrounds are detailed and impressive enough to totally differentiate stages made up of almost identical building blocks and switches. And at their best, with the rising magma and scorching heat haze effects of Fire Mountain, the levels look fine. But there is something depressing in watching the pre-rendered Mario catch fire or slump to his death on spikes, so be prepared to buck up and be a man about it (even if you're a lady). And watch out for a protracted spell trying to guide Mario's toy effigies, the chorused cry

The sound is excellent throughout. The music is as subtle, varied and inventive as you'd hope for from a Mario title and the game is packed with speech, especially from Mario, who never shuts up as he's bounced from pillar to post. A word of warning: after a protracted spell trying to guide Mario's toy effigies, the chorused cry

■ Never has molten rock been so obliging



■ You're the bomb. No, YOU'RE the bomb!



of "oh Mario" that abandoned Mini-Marios give out will taunt you long after you've switched off the GBA.

*Mario vs. Donkey Kong* plays to its strengths and stinks of quality. At first the play is so simple and calamity-free, and the level design so forgiving, that you'll charge through unhindered by thoughts of defeat. Then, before you realise it, your face is contorted into spasms of grief as Mario, key in hand and two presents collected, is egged by a vicious bird half a centimetre from his destination.

It's not a game that you'll play forever, a week or so of concentrated fun will either see off the bulk of the levels or your desire to play any more. But while it lasts, it's hard to fault any particular aspect of *Mario vs. Donkey Kong* – everything about the structure of Mario's latest adventure screams perfect quick-play handheld puzzle fun. In fact, with its sharp balance of action and the cerebral, this is something of a gem.

## So, should you buy it?



### Yes if...

You like puzzles, Mario games, moustachio'd gymnastics, or dodging barrels.

### No if...

You don't like thinking too hard, or thinking about monkeys at all.

### You'll love it if you like...

Donkey Kong in any of his incarnations over the last 23 years.

## GRAPHICS

7

Limited scope and prerendered sprites, but everything looks pretty good.

## SOUND

8

Great tunes, effects and loads of speech. But can you get on with THAT voice?

## GAMEPLAY

9

Addictive and seductive. Forgiving at first, but mean when it needs to be.

## LIFE SPAN

7

Hardly a flash in the pan, but closer to a sprint than a marathon.

## VERDICT

> It lacks the staying power required for a classic, but it's as fun and polished in the short term as you could hope for. A love letter to Nintendo history, if not the all-new Mario classic we dream of. *John Allison*



**BEST BIT:** Grabbing a key at the last second and sprinting to victory.

**WORST BIT:** Mini-Marios plunging into hot magma because they are idiots.

## SECOND OPINION

> Each self-contained level is a perfect pick-up-and-play game for those of us with busy rock 'n' roll lives. "You want me to open the new Netto in Corby? Duty calls!" *Dean Scott*

**Nintendo**  
OFFICIAL MAGAZINE UK SAYS...  
"MONKEY MAGIC"

85%

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# Super Mario Ball

If the name alone could get you a high score, this would be into the nineties easily. Sadly for 'tache man, it's not that simple.

## Game info

Price: £29.99  
Publisher: Nintendo  
Web: [www.nintendo.co.uk](http://www.nintendo.co.uk)  
Players: 1  
Memory: None

**OUT**  
NOV 28th

Mario is squashed inside a spherical press. But instead of all his bones snapping and his guts coming dripping out of the mould, he lives on as a Mario Ball. But rather than rush your friend to A&E, you then proceed to batter him around with giant flippers, deliberately smacking his face off stuff to get points. What kind of a monster are you!?

The idea makes sense – rather than try to replicate an arcade

pinball machine where the only goal is to survive long enough to rack up a high score, *Super Mario Ball* is a pinball adventure in which you guide a rolled-up Mario through different levels, each of which is broken up into many different pinball boards that occupy one GBA screen each. Each screen is filled with enemies and eliminating all of them (or accomplishing some other task) earns Mario a Star. More Stars means more and more doors to new boards.

Mario also collects coins, of normal and blue variety. If you run into Toad on any map screen, he'll sell Mario items that help him in his quest – a thunderbolt that wipes out everything on screen at once, mushrooms that



Underwater, your frustrated screams will sound like whale songs

**"The boss fights are very impressive, especially Bowser."**



Hit the fish with the curled up plumber. Makes perfect sense

Mmm... graphics. *Super Mario Ball* will make your GBA happy

make Mario grow larger, smaller, blue pipes that block the death hole at the bottom of the screen and invincibility stars that let Mario plow through enemies. A blue tent on the main screen features mini-games that can be played for more Stars. Blue coins are obtained by "comboing" enemies – killing more than one enemy with one shot.

So where does it all go wrong? Well, it's just not as fun as a traditional pinball game. Staying

alive isn't the challenge – you can carefully avoid death most of the time. The challenge is to aim well enough to hit all the enemies, or whatever targets you need to hit to get a Star. Aiming is hard since Mario rolls very fast; you have to bounce him from flipper to flipper a few times just to slow him down before you have a chance at aiming right. And you can't even tilt the table, which is a major omission since you now have absolutely no chance at saving a dead ball.



## Item Get!

It's not just points you get for smashing the tiny man-ball into stuff.

Don't want to pay that rip-off merchant Toad for stuff? Want to get yourself free items? Here's how! First, find a screen that you've already gotten the Star from. Next defeat all the enemies again (yeah, it's a pain in the neck). Then hit the golden question mark symbol that falls from the heavens. Stop the roulette wheel that follows and maybe you'll item up. If you're already holding an item, it'll be replaced with two of the same kind.



The road to free stuff is a twisty, murderous one. First kill EVERYTHING on the screen...



... then hit the love-giving question mark and play the roulette wheel of free-stuff-ness



■ Meet Toad and he'll SELL you stuff. It's not like you've ever done him a favour. Sheesh...



■ Boos are tougher to hit because they are ghosts. See what they did there?



But the biggest problem is that if you unintentionally leave the tiny boards, all your hard work is erased. Falling down the death hole, though, isn't the major danger – it's accidentally, unavoidably shooting up into one of the many doors, holes, or other exits that fill each of the boards. Since Mario usually rolls somewhere other than where you want him to, this happens often and *Super Mario Ball* very quickly degenerates into an exercise in frustration – how many times can you repeat the same mind-numbing task before you crack and shut the game off? 15? 20? 30?

If there's one aspect of *Super Mario Ball* that's absolutely unassailable, it's the graphics. We've seen some nice GBA visuals, but this takes the biscuit, looking more like *Mario Sunshine* than *Mario World*. Everything is 2D, but with slick prerendered graphics – like *Mario vs DK* but better – especially the FMV scenes. Boss fights are particularly impressive, especially when you find Bowser.

The trouble is, you chance upon that scaly royal-snatcher a bit too quickly for our liking. A few hours practice and there we were. Of course, when you beat Bowser in a Mario game that's the end of it. Then you're into Time Attack modes and such like, which are a bit of a lame trick to extend the life of any game. Luckily, Bowser is a real tough nut to crack. He has the ability to freeze your flippers temporarily and, like every single goal in the game, the second you drop off the screen you've got to do it all again.

Decent GBA offerings will be pretty scarce this year and *Super Mario Ball*'s not even on that list. It's joining *Kirby Air Ride* in Nintendo's parade of under-achievers.

The fact that it's a Mario game makes it hurt even more, because we never thought we'd feel anything but happiness listening to Charles Martinet's voice. Now all we feel is the urge to throw our special edition NES SP across the room. It was precious to us and now it's in pieces.

## So, should you buy it?



### Yes if...

The prospect of cruelly bashing a Mario sphere around is too good to pass up.

### No if...

You're a fan of legendary ball breakers like *Revenge of the Gator* and *Pokémon Pinball*.

### You'll love it if you like...

Pinball games where the ball is too light and moves far too quickly.

### GRAPHICS

9

It's like your GBA graphics chip has been beefed up on steroids. Quite brilliant.

### SOUND

7

One man's chirpy Nintendo ditty is another man's road to suicide.

### GAMEPLAY

6

The tables are good enough, but the ball physics wring a lot of the fun out of it.

### LIFE SPAN

5

A nice selection of different tables, but the final battle rolls around too quickly.

### VERDICT

> We were expecting to be crowning this as the king of GBA pinball games, but Sonic and Pikachu can breathe a sigh of relief. Their pinball games still rule on the small screen. *Chris Kohler*



**BEST BIT:** Just look at those Mario worlds. The graphics are incredible!

**WORST BIT:** The fact that a Mario game could underwhelm us so.

### SECOND OPINION

> For a few hours, it's great. Every new area you open up brings a nostalgic Mario tear to the eye. But eventually, the frustration just gets the better of you. *Dean Scott*

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"TOAD STALL"

60%

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# PHOTOGRAPHERS FOLLOW MY EVERY MOVE. ON THE PITCH.

Fernando Morientes

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Or the celebrity girlfriend. It's about ability. It's about great first-touch.**

First-touch separates the great players from the good ones. FIFA Football 2005's all-new player kinetic system accurately reflects the first-touch of every player on the pitch at the push of a button, generating breathtaking passages of fluid play.



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**FLUID FOOTBALL**

**Out October**





# World of Nintendo

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Rob and Mike came, saw and were conquered.

**40**



# NINTENDO DS LAUNCH DETAILS

The masterplan starts to take shape as The Big N leaks news of a stunning DS price point in the US. Set brain to **OMG!**



At the end of September, Nintendo confirmed the details of the US and

Japanese launches, and reiterated its commitment to launch the device in Europe in the first quarter of 2005.

America gets the machine first, on November 21st at the lower-than-predicted price of \$149.99. This is timed to coincide with Thanksgiving, when the US does a lot of gift shopping. Japan will have to wait another couple of tantalising weeks until December 2nd, but again that launch ties into the peak buying season over there.

As *NOM* predicted, the *Pictochat* communication software that debuted at E3 actually comes embedded into the device. That makes perfect sense, since a major point of difference for the machine is device-to-device communication. Just by buying the DS you'll open

a world of communication possibilities, both locally and globally using the Internet.

But that's not all that's free. Nintendo is also giving gamers a taste of what DS delivers on the games front by including a demo called *Metroid Prime Hunters: First Hunt*, the brilliant first-person shooter that will eventually be known as *Metroid Prime: Hunters*.

This move harks back to the

early days of the Game Boy, where Nintendo left consumers in no doubt as to the brilliance of the device by packing in a killer little game called *Tetris*.

The silver and black device shown on these pages will be the only variant available at launch, but Nintendo hasn't ruled out different colours in the future as fashion dictates.

Nintendo also addressed the all-important issue of battery life, stating DS will run for six to ten hours off a four-hour charge.

What was missing from the announcement was the small matter of launch games and how much they are going to cost. Those are set for a separate unveiling in early October in Seattle and *NOM* is the only UK magazine with an invite to the party. We'll bring you our extensive hands-on assessment of the games next month.

Of course, you'll probably already have a load of games to play on the DS thanks to its backward compatibility with the GBA. The unit doesn't support the old GB and GBC carts though.





## ACTUAL SIZE!

No really, it is.

Steady yourselves for a number overload, *NOMsters* – the Nintendo DS excitement doesn't just end at the machine's price. In addition to that awesome news, Nintendo of America also announced the exact dimensions of the groundbreaking new console.

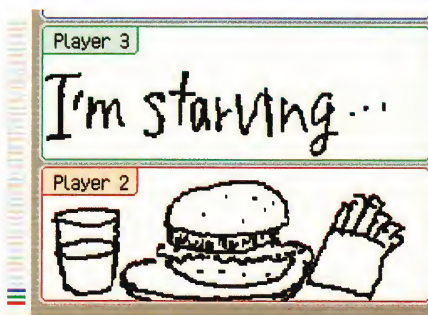
When closed the Nintendo DS measures 148.7mm wide, 84.7mm long and 28.9mm thick, but to give you a taste of the machine's size, we've printed an ACTUAL SIZE Nintendo DS below. The more we look at it, the more we fall in love...



## Picto... WHAT?

If you missed our astounding E3 issue, you might not have any idea what *PictoChat* is. To avoid further embarrassment, read on. It's basically a communication utility that lets you send messages and doodles to your friends using the DS's touch screen as a keyboard or as a blank page to draw on.

You can chat to anyone using a DS in a 100ft radius and also use the wi-fi compatibility of the unit to chat to your mates over the internet. You know how popular text messaging is? Well this takes it to a whole new level.



■ Imagine what people will be drawing...





# Welcome to Animal Crossing Guardian

November Edition, 2004

## FRANKLIN TURNS TURKEY!

Calling all readers! We want to see your homes. The best ones will be printed right here so send them off to us now at the usual address, or email [rob.burman@emap.com](mailto:rob.burman@emap.com)!

**November 2nd – Mayor's Day**  
Meet Mayor Tortimer at the Wishing Well. If you go and speak to him he'll give you a model of the well.

**November 11th – Officer's Day**  
A day celebrating local policemen, Copper and Booker. Speak to the Mayor for a Police Station model.

**November 25th – Harvest Festival**  
Talk to the Mayor between 3pm and 9pm for a Cornucopia. Franklin the Turkey hides when the Mayor invites him to dinner and waits for you to bring him silverware from the party. For each piece you'll receive an item of Harvest Furniture.

**November 26th – Sale Day**  
Tom Nook sells grab bags – three items for low prices. Redd will set up a stall and if you talk to the Mayor he'll give you a Market model.

**Every Sunday in November – Fishing**  
Catch the biggest fish of the day for a prize. Talk to the Mayor for a Fishing Tournament model.

# Behold! Mario and Zelda GBAs

Quit your moaning 'cos Nintendo has answered your call. Look! New GBAs!



The season to be jolly is almost upon us, but Nintendo has got the festive ball rolling early with the unveiling of some awesome new limited-edition GBAs.

The Japanese can keep their Naruto Orange versions. What we want is a *Zelda* GBA, right? No?! You're a liar! Go away and think

about what you just said.

But Nintendo hasn't stopped at Hyrule flavour. There are two other GBA colours coming, including the pink variant we showed you last month, plus a new GameCube bundle, too. We've resurrected Mike's stinky lab coat as he gives you the verdict on these wicked new machines...

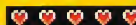


### THE LEGEND OF ZELDA GBA SP

A shiny golden GBA SP that comes complete with Triforce on the top and Zelda family emblem on the inside. The first time we saw it we cried. Mike is STILL crying.

**WHEN IT'S OUT:** The same day as *Minish Cap*, November 12th.

**MIKE SAYS:** "<Sob> JUST LOOK AT IT! The Triforce is classic Nintendo and it just glows off the top of that SP. This is cooler than cool. Tim, can I have one?" (*Do some work – Ed*)

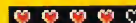


### DONKEY KONGA BONGO BUNDLE

Not got a GameCube? Want *Donkey Konga*? Then grab this pack and get all that plus a controller and a set of bongos to bash. Oh, and when we say "grab" we mean "pay for in the normal way".

**WHEN IT'S OUT:** DK Day, October 15th.

**MIKE SAYS:** "You'll have to flip forward to p76 to read the official verdict on *Donkey Konga*, but this deal sure sounds like music to my ears!" (*You're fired – Ed*)



### MARIO SILVER/RED GBA SP

Remember those Japanese Mario controllers we showed you in issue #144? Well Nintendo has nicked the Red Mario 'M' and slammed it on an SP. It is very beautiful, yes?

**WHEN IT'S OUT:** The same day as *Mario vs DK*, November 19th.

**MIKE SAYS:** "Not quite as cool as the *Zelda* one, but it's got that cheeky Mario M, which just screams cool. Definitely worth checking out, Mushroom fans."



## The Day After Tomorrow comp

### ? QUESTION

In which game does Link use a type of weather to solve puzzles?

a. *Wind Waker* b. *Snow Maker* c. *Ice Shaker*

Box office smash, *The Day After Tomorrow* is released to rent or buy on DVD and VHS from October 18th and, thanks to 20th Century Fox Home Entertainment, we're giving away FIVE copies of the DVD, plus signed lenticular sleeves, T-shirts and pens!



**ENTER BY TEXT:** Write "nomcomp DAY" then the letter of your answer and send it to 83149.  
**BY PHONE:** Dial 0905 053 1103, answer the question and leave your name, address and telephone number  
**BY POST:** Send your name, address, telephone number and your answer to: *The Day After Tomorrow* competition, NOM UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW.\*

\*SEE TERMS AND CONDITIONS ON P4



## Unholy ship!

**Deadlight** takes horror out to sea.

➡ There are only slightly more horror games on GameCube than there are badminton simulators. But the ones we do have are class, so there's no need to cry. The latest arrival at this exclusive party is *Deadlight* from UK codeshop blue52. The game's website warns it will "scare the living crap out of you".

Living crap? We didn't know it was alive!? Man, we've drowned a pile of that stuff in the past. Now when *Deadlight* scares it out of us, we'll just leave it scattered around the house to chill out.

Anyway, this game sees you stumble upon an ocean liner that was lost 20 years ago. Lots of creepy things attack you and you try not to die. Looks decent though.

*Metroid Prime* was pretty terrifying at times, so this first-person horror lark could work out. Looking at the screens we're reminded of a certain big-name PC release of recent times. *Deadlight* is due next year, but a publisher has yet to be announced.



■ Urgh! It's a... a... what is that?!



■ Some kind of big crab, maybe?



■ There's another... er... another!



■ Eeeeeek! That place is a mess

## Pass the Mic

When we say "Mario" you say "Party".

➡ Mario drips steam like a microphone fiend, eager to MC is his theme. There's his weapon right there, the microphone that comes with *Mario Party 6*. It looks, well, like a microphone, basically. The clever part is that it works through the memory card slot on your friendly neighbourhood GameCube, keeping all four joypad ports free for four-player fun.

So far the game has only been announced for the US and Japan and we'll obviously keep you posted on any developments. It'll be a shame if we miss out on it, especially since the

tracklisting for the hip-hop karaoke game that also supports it looks pretty heavy. *Git On Da Mic* features artists like Snoop Dogg, Dizzee Rascal, Missy Elliott, Public Enemy and Kanye West. Early signs indicate there will not be a country and western version called *Geet Own Theat Maak*.



...7...8...9...10...



# IMPROVE YOUR SKILLS





## Nintendo OFFICIAL MAGAZINE UK READER SURVEY

### Gameplay over graphics

**We asked:** Do 2D shooters still excite you modern gamers?

■ The only half-decent 2D shooter in ages was *Ikaruga*, which was by no means excellent. It was a classic genre in its time, but it seems to be steadily declining.  
PAUL CERVI

■ Games like *Fusion* on GBA are high quality. As long as they're innovative, they'll be great.  
ADAM MOSS

■ 2D games don't rely on fancy polygons to be good. They make the best of what's really important: gameplay.  
MIKE STEVENS

### This month we ask:

Are you loving *Pokémon FireRed* or *Pokémon LeafGreen*?

### Hype on the Mic

**We asked:** Are you loving the idea of mic-based games for GameCube?

■ Let's face it, the *Mario Party* series needs something to spice it up and a mic opens up many new possibilities. But no *Sing Star*-type games, Nintendo!  
ADAM MOSS

■ The mic will inject a world of new possibilities to GameCube and I'm sure a lot of third-party developers will jump on it.  
PAUL CERVI

■ Mic games will be good if the speech-recognition works. They'd be fantastic on DS!  
CHRIS THEBULL

### This month we ask:

Are you desperate to play *Resi 4* or has the series had its day?

Email YES or NO and a brief comment to: michael.jackson@emap.com - don't forget to include your name!

Get the hottest news from the world of *Pokémon* right here every month!

# POKÉMON CENTER

### Pokémon sells across the world!

➡ The latest games in the *Pokémon* series, *FireRed Version* and *LeafGreen Version*, have topped the US charts just days after going on sale!

After just 21 days in shops across the States, a staggering one million copies have been snapped up by Pokémaniacs from sea to shining sea. To date, the quests, which come bundled with Nintendo's Wireless Adapter for cable-free multiplayer gaming, have sold over 2.2 million copies in Japan since they were released at the end of January this year.

Just as *NOM* was going to press, *FireRed* and *LeafGreen* went straight in at number five and number seven respectively in the UK software charts, entering the chart higher than all-format title *Def Jam Fight For New York* and *Outrun 2* on Xbox.

The *Pokémon* sales success doesn't end there though as recent reports from Japan have revealed that *Pokémon Emerald*, the add-on for *Pokémon Ruby* and *Sapphire*, topped the chart. A massive 800,000 copies were sold in the first week alone.



### Parents love Pokémon, too!

➡ A recent survey conducted in the US has revealed that parents think *Pokémon* is an excellent aid for learning communication and co-operation with other children.

The report found that of the 2,100 parents who answered, a whopping 75% thought that it enhanced "strategic thinking" (aka "you know what Types beat each other"). In 70% of cases it also promoted teamwork (aka "you love battling your mates"), while 60% thought *Pokémon* "promotes co-operation with friends" (aka "you're the king of trading Pokémon").

So, next time they say you're playing too much *Pokémon*, show them this story and make them believe in the power of Pikachu!



## Killing time

### Metal Slug and Chaos Field blasting onto GameCube.

➡ We've got some good news for people who like to blow stuff up as reports out of Japan have confirmed some awesome shooters will be heading to GC in the coming months.

SNK's genius *Metal Slug* series are on their way, with the confirmation of *Metal Slug 4* for GameCube believed to be the tip of an SNK game mountain.

UK publisher Ignition is

believed to be mulling over putting out a slew of SNK classics to complement its already-announced *Metal Slug Advance*. The revered Japanese developer is famous for its *King of Fighters* series. Here at *NOM* we think this would be a brilliant idea, especially at budget price.

Arcade giant, Taito, has also announced plans to release its new arcade shooter *Chaos Field* on GameCube in 2005, but a UK release for that is less likely. We'll keep you updated all the same.





# THINK YOU CAN MANAGE?

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# Rule Britannia!

A Nintendo game developed for Nintendo without Rare at the helm? Meet the pinball wizard behind *Super Mario Ball...*



In August 2002, pinball game specialists Adrian Barritt and Richard Horrocks left Empire Interactive's Cunning Developments studio to set up on their own. Their company, Fuse Games, announced it was working on a GBA pinball title with the working title *Phoenix Pinball*. Adrian talks exclusively to *NOM* about how *Phoenix* became *Super Mario Ball...*

**NOM:** How did a small UK start-up developer end up making a game for a video games giant like Nintendo?

**Adrian:** Well certainly when we did start up which was two years ago, we thought we should really aim for the top. And if we were going to do a Game Boy Advance title, which we really had to do as there were only five of us at that point, the best publisher by far would be Nintendo. Mario just seemed like the obvious choice.

Knowing that Nintendo was all about gameplay we knew that the only way we'd ever convince them to work with us would be to produce a fantastic little demo game giving them a very good flavour of what they could expect from the finished product. We showed that to Nintendo of America.

**NOM:** Did classic Nintendo pinball games like *Revenge of the Gator* and *Kirby's Pinball Land* have an influence on *Super Mario Ball*?



**Adrian:** Not really. When we set out to do this game we wanted to go right back to the drawing board and start from scratch. With that in mind we just simply started off with a pair of flippers and a ball, and then started to think of what we could draw on from the Mario universe that would make the most interesting and varied gameplay for a new type of pinball game.

**NOM:** So you were never looking to do a straight pinball game like *Pokémon Pinball*?

**Adrian:** We wanted to do something new. Just refreshing something that's been seen a dozen times before with a new lick of paint really wouldn't fit the bill. We wanted to build on basic pinball mechanics like aiming the ball at certain targets and cool stuff happening when you hit them. Traditional pinball is certainly fantastic to play, but within a video game you can do so much more if it's good for gameplay. So we wanted to think of new ideas that people wouldn't have seen before, ones they would find interesting and challenging.

**NOM:** Was it difficult to incorporate the Mario world into a pinball title?

**Adrian:** It's very easy as long as you start out from a point of not trying to do a straight pinball game with the normal sort of slingshots and ramps and stuff. We gave ourselves more creative freedom because the Mario universe has such variety and richness. We were spoilt for choice.

**NOM:** We've seen familiar locations from *Mario 64* and *Sunshine*. Are there any from other Mario classics like *Luigi's Mansion* or *Super Mario World* in the game?

**Adrian:** From *Super Mario World* you could say that we have a ghost house. Essentially we were given a free hand to draw on any aspects or any elements from the Mario



universe that would be best for gameplay. So I think you'll find little bits and bobs drawn from various sources as you play through the game.

**NOM:** It's unusual for a UK developer to make a first-party Nintendo game, do you feel like pioneers?

**Adrian:** We do and we feel very fortunate that things have worked out so well for us. I think when we thought about trying to do this pitch for Nintendo I probably put like a 10% chance of success on it!

## The Futurama boxset comp

### ? QUESTION

Which *Futurama* episode features Donkey Kong?

- a. Anthology of Interest 2
- b. Banana Planet
- c. Monkey Bender

*Futurama: The Complete Collection* is released to buy on DVD from October 25th and, thanks to 20th Century Fox Home Entertainment, we're giving away THREE copies of the mammoth and hilarious, 15-disc set to celebrate. You, like, SO have to win this. Why? If you don't know, don't waste our time...



**ENTER** **BY TEXT:** Write "nomcomp FUTURAMA" then the letter of your answer and send it to 83149.  
**BY PHONE:** Dial 0905 053 1104, answer the question and leave your name, address and telephone number.  
**BY POST:** Send your name, address, telephone number and your answer to: The *Futurama* Collection competition, *NOM UK*, Bushfield House, Orton Centre, Peterborough, PE2 5UW.\*

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# **DAY OF RECKONING**



## SCHOOL OF HARD KNOCKS

Take your created Superstar up the ranks in a completely original story mode all the way to the big time of  programming.





## REDESIGNED GRAPHICS AND ENVIRONMENTS

New detailed models and crowd environments with dynamic lighting and pyrotechnic effects featuring TV-style presentation.



## BRA & PANTIES

For the first time in a  GameCube product, choose your favourite  Divas and go head-to-head in the famous Bra & Panties Match.







■ DK demonstrates the need for hands in bongo-based gaming. Sadly, many people had left theirs at home

# Donkey Konga Beach Road Trip

**Konga fever's hit the UK! Symptoms include sporadic clapping, out of tune humming and a passion for bananas.**



Throughout the long, semi-hot summer there have been bizarre reports of people vanishing for hours on end then re-appearing with sore hands and babbling incoherently about monkeys. Some claimed they heard strange rhythmic drum beats pumping through the air and spotted a gorilla wearing a tie. These events aren't all that strange in deepest, darkest Bristol, but we sent

Rob and Mike to investigate anyway. Only one of them made it out alive, the self-proclaimed *Konga King*.

Luckily it turned out to be something far less terrifying, well as long as you enjoy banging bongos and aren't scared of a giant Blastoise. The Konga Beach Tour visited 19 locations across the length and breadth of the UK and lucky Nintendo fans were given the chance to try out the latest games, from *Mario vs*



■ Punters lob *Pikmin* at a target. Out of shot, Mike frantically whistled for them to obey



■ Inside, *Mario Golf* and *FireRed/LeafGreen* often had to be wiped free of sticky drool



■ Instead of taking the FREE BONGOS AND GAMES, people just stood around like zombies

*Donkey Kong* to *Animal Crossing*, but clearly the star of the show was drum-'em-up party classic in the making, *Donkey Konga*.

A Bongo Battle hut took centre stage and gave visitors the chance to test their timing and sense of rhythm. Songs like *Alright* by Supergrass and *All The Small Things* blasted out of the booth, enticing more passers-by to forget their shame and wallop those drums like lunatics.



## IS KONGA COOL? What Nintendo fans had to say about *Donkey Konga*.

**ARTHUR INKPEN**

AGE: 14  
FROM: SOMERSET



**"It's different from most Nintendo games and that's a good thing. The bongos are tough, too."**

**JAMES MURRAY**

AGE: 10  
FROM: BRIDGEWATER



**"What a wicked game! This is going straight to the top of my most wanted list. I want it really bad."**

**VICKIE COLE**

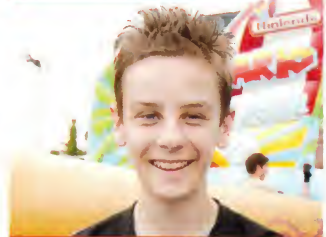
AGE: 21  
FROM: BRISTOL



**"It's a great way to control a game. I've never played anything quite like it. It's very original."**

**LUCAS FEDNIAK-HOPES**

AGE: 14  
FROM: BRISTOL



**"I usually go for games like *Zelda*, but it's good. I hope they use the bongos for more games."**

**CHARLIE RICHARDSON**  
AGE: 13  
FROM: GLOUCESTERSHIRE



**"I thought it was quite hard to get used to, but I soon got a lot better at it. It's a really good game."**

**EDDIE MENDER**  
AGE: 18  
FROM: BRISTOL



**"The bongos work well and make the game a lot of fun. I think it's going to be a hit for Nintendo."**

**ELIZABETH MURRAY**  
AGE: 13  
FROM: BRIDGEWATER



**"This will be a massive hit for Nintendo because everybody here seemed to really love the game."**

**PATRICK SALAZAR**  
AGE: 13  
FROM: GLOUCESTERSHIRE



**"I play sax, so I'm used to keeping a rhythm. But I won't be trading it in for a set of bongos yet."**



■ Mario Surf Run kept gamers on their toes

Everyone, from little brothers and sisters to mums and dads, wanted to try their hand at *Donkey Konga*.

It was like those bongos were emitting a hypnotic beat, enticing unsuspecting people from all around to come and have a bash. In fact, Mike claims he even saw one mum snatching the bongos away from her son and pushing him to the floor so she could have a go!

Packed inside the Road Trip truck were GameCubes and GBAs aplenty, boasting the best new games from The Big N. The *Pokémon* corner was by far the most

popular in there, with Pokémaniacs packing themselves in to be among the first in the country to try out the new games, *Pokémon FireRed* and *Pokémon LeafGreen*. There were a few bellowed cries of "Eat that Pikachu!" and "Kiss my Onyx!" echoing through the truck, but mostly the Poké fans kept their heads down, not to miss a moment's action.

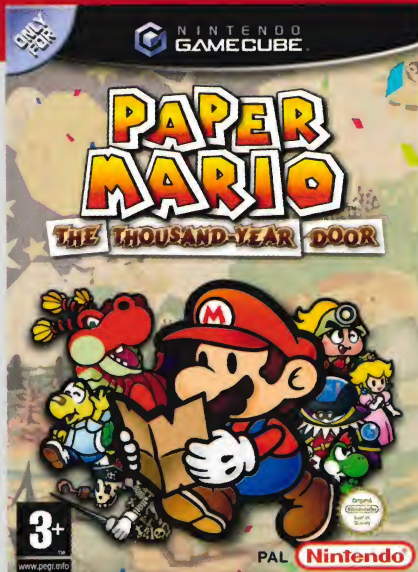
The Road Trip was a great day, but let's just hope next year, if it's done again, it actually visits some beaches. Otherwise Nintendo is going to have to call it *Donkey Konga* Car Park Road Trip.



# THE BIG

## PAPER MARIO THE THOUSAND-YEAR DOOR COMPETITION

Oh my God! Oh my God! We've got a copy of *Paper Mario 2* signed by the Nintendo god that is Shigeru Miyamoto! Okay, stop wetting your pants now and just enter the competition!



### Signed Paper Mario comp


On November 12th there's one game that's going to be rocking your GameCube. You'll be pushing old grannies over in the street to get to the shops first and hand over your money to bag a copy of *Paper Mario: The Thousand Year Door*.

But we've got a super-rare prize to celebrate the release. Shigeru Miyamoto, the creator of Mario and the father of modern day Nintendo has signed ONE copy for just ONE of you lucky people. There's no way you can even put a value on this prize. We'll also throw in a GameCube for you to play it on, if you ever dare take it out of the box. In fact, we'd recommend keeping it in a safe guarded by powerful lasers. There are five (unsigned) copies of the game for runners-up, too. It's as simple as this – you NEED to win this.

**? QUESTION**

**Which of these games does Mario make a cameo appearance in?**

a. *Sim City*  
b. *The Legend of Zelda: The Wind Waker*  
c. *Duck Hunt*



**ENTER BY TEXT:** Write "nomcomp PAPER", then the letter of your answer and send it to 83149.  
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**BY POST:** Send your name, address, telephone number and your answer to: The *Paper Mario* competition, NOM UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW.\*


### Donkey Konga comp

**? QUESTION**

**What did Donkey Kong throw in the original *Donkey Kong*?**

a. Boxes b. Barrels c. Bongos

Fancy having the chance to get funky on your 'Cube? Do you want your bedroom to be rocking to the monkey beats? Then you'll be wanting to blag yourself a copy of *Donkey Konga*. There are three sets to be won, just answer the question on the left.



**ENTER BY TEXT:** Write "nomcomp KONGA", then the letter of your answer and send it to 83149.  
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ISSUE 144 WINNERS		
<b>ANIMAL CROSSING COMPETITION</b> <ul style="list-style-type: none"> <li>Alex Gates, County Durham</li> <li>Hugo Bennington, Driffield</li> <li>Heather Hinchley, Notts</li> </ul>	<b>BOURNE IDENTITY COMPETITION</b> <ul style="list-style-type: none"> <li>Ross Dinnett, Paisley (MAIN)</li> <li>Thomas Hardy, Sheffield</li> <li>Robert Crispin, Plymouth</li> </ul>	<ul style="list-style-type: none"> <li>Emma Evans, Weymouth</li> <li>Alan Powell, Cardiff</li> <li>Mark Cooper, Rutland</li> </ul>
<ul style="list-style-type: none"> <li>Ryan Chambers, Gt Yarmouth</li> <li>Richard Irvin, Driffield.</li> </ul>		

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## WHAT WILL YOU MAKE?



play on™



Powered by real pneumatic valves, the amazing grab can be used to load the truck.



Or you can re-build the grab into an air-powered crane, mounted on a turntable, and operated by a worm gear.



Alternatively, why not turn the lorry into a tow truck, just by building a towing cradle on the back, which can be raised and lowered.



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Get truckin' with this awesome machine, packed with cool elements and advanced technical features. First, build the chassis, featuring pumping pistons and working steering, and the cab, which can tip forward. Then adapt your truck to lift heavy objects or tow vehicles – this function-packed truck can handle it all!

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From 10 years.





# NOM Challenge at Game Stars Live

Occasional journalists, Rob and Mike take on the world in a brutal multiplayer games fest at the amazing Game Stars Live.



Game Stars Live gave a handful lucky gamers the chance to go hands-on with some of the latest and greatest Nintendo games that'll be appearing on shop shelves near you very soon. It was an event not to be missed by serious gamers.

We were there too, but not to see the games – we've already played them all to

death at E3. We were there as gaming predators. Mike and Rob took a trip down to Excel, London, on Friday September 3rd to flex their gaming skills in a challenge to defeat anyone who dared to take them on in a multiplayer face-off.

Mike was the Samus Slayer in *Metroid Prime 2* deathmatches and Rob publicly bashed his bongos in four-player rounds of

*Donkey Konga*. It was tense and someone had to win. Unless your name was 'Mike'.

The crowds gathered round to watch as gamer after gamer stepped up to the stage to try and prove themselves a worthy opponent to NOM's mighty gaming prowess. We would have been undefeated if Mike didn't get his sorry ass kicked. Get better at games, Mike. Jeez!



■ *Prime 2* deathmatch "Someone's hit Mike!"



■ "... and... hang on... yeah, Mike's dead again"



■ Rob tried to eat their hair. He was arrested



## THE DK DESTROYER Rob the Robot drums up a storm on *Donkey Konga*.



With his bongos at the ready, Rob got his groove on against wave after wave of clap-happy gamers. The winner was the one with the most Great hits at the end of the song. It was a test of precision and sense of rhythm.

For the full half-an-hour-long challenge, Rob the Robot went like a machine. He was invincible. No matter how hard they tried, there was not a single person that could out-clap Rob and his ninja rhythm action. A few players complained

about his special clapping technique – he taps the side of the bongos instead of actually clapping – but we never said it was against the rules. That was Rob's skill and he did us proud, leaving the stage an undefeated warrior. GRRR....

**RORY LITTLEBURY**  
AGE: 17  
FROM: KENT



**"Even though that was the first time I had ever played *Donkey Konga*, I thought I'd do a lot better than I did – I'M A REAL DRUMMER 'AN ALL! Gutted."**

**STEVEN VANTAGE**  
AGE: 14  
FROM: LONDON



**"*Donkey Konga* is an excellent game and rivals *Wario Ware* for sheer fun. I promised Rob I'd beat him, but it didn't go to plan."**

**ADAM FRANKEL**  
AGE: 20  
FROM: LONDON



**"WHAT!! I can't believe I lost. I beat Rob in overall score, but you're working off Great hits and he got more. Really, I was the winner."**

**JOHN MAN**  
AGE: 35  
FROM: ESSEX



**"*Donkey Konga* is brilliant. Typical Nintendo – fun and innovative. This is only the second time I've played so I stood no chance against Rob."**

## MIKE'S METROID PAIN Our Jackson got his Sam-ass kicked by one and all.



After Rob's flawless run, Mike was under pressure to keep up the effortless victories in the deathmatch mode of *Metroid Prime 2: Echoes*. It wasn't going to be easy, but he was confident.

He shouldn't have been. He lost the very first match when challenger

Graham Cordery made the winning kill in the last two seconds of the match. It wasn't all bad – Mike had a few redeeming rounds when he thwarted the opposition by six kills and set the highest kill count of 13 frags in one game. But his mission was to be

invincible like Rob, to prove to the world that *NOM UK* are the champions of champions at every game. He failed. Now he's locked in the *NOM Games Room*, forced to do nothing but practice until he has ninja skills to match Rob on the bongos.

**GRAHAM CORDERY**  
AGE: 18  
FROM: LUTON



**"I reckoned it was going to be a draw, until right at the last minute when I got another kill. *Prime 2* is way better than the first one."**

**YASHEED CHAUMOO**  
AGE: 17  
FROM: HARROW



**"*Metroid Prime 2* is amazing. It's the first *Metroid* game ever to have multiplayer. I had to beat Mike so I'm delighted that I kicked his ass."**

**RICHARD MURPHY**  
AGE: 26  
FROM: BLACKPOOL



**"*Prime 2* seem a lot like the original, but that's no bad thing. I'm happy I thrashed Mike. He doesn't seem to know what he's doing."**

**STEPHEN HUWS**  
AGE: 14  
FROM: KENT



**"Mike has been a bit rubbish so I'm gutted that I lost. I only got five kills. Mike got a mighty 11. I think he's getting better as he plays more."**





# Wario's brain busters

I'm-a Wario. I'm-a gonna prove you are stupid! Hwa ha ha!

## Nintendo know-it-all

Test your brain with these tricky Ninty questions...

1. In *Yoshi's Island*, what colour Yoshi always takes on the fifth stage of each world?
2. Ricky Winterborn is a playable character in which two GameCube sports games?
3. In *Pikmin*, how many seeds shoot out you put a Spotty Bulborb in your Onion?
4. Can you tell us how many Boos there are in *Luigi's Mansion*?
5. What was the first PAL GameCube game to link up with the GBA?
6. How many points does each mini-game cost in *Super Monkey Ball*?
7. Who created the original Game Boy?
8. What type of animal is Winky in *Donkey Kong Country*?
9. Can you name Mario's little-known cousin who appeared back in the 1980s?
10. In what year did Nintendo actually start out as a company?
11. Name the robot in *Star Fox Adventures*?
12. What was the maximum number of original Game Boys you could link together?
13. What necklace did Banjo wear around his neck?
14. Put the *NOM* team in the order of the time they've been working on the mag.
15. Chronologically, what's the final game in the *Metroid* series?

## HANGMAN

Can you fill in the gaps to work out the names of these games?

1	M _ _ _ / P _ _ T
2	_ N _ _ L / _ _ S S _ _
3	_ _ N _ L / _ _ N _ _ Y
4	_ C _ / C _ _ _ R
5	R _ / F _ _ _ _ / II
6	K _ _ _ R / I _ _ I _ _
7	S _ _ S / O _ / A _ _ _ A
8	C _ _ _ _ / B _ _ / U _ / _ Y

## Pokémon Puzzle

These Pokémon have started hiding in word searches rather than long grass. Can you catch 'em all for your Pokédex?

Q T V Z K K C T R F N Q W C W U S Z I S  
R H A H K W C Q F S E R R Q Q S A N P S  
M E W T W O G U D M Y T B N Q V B Q P I  
C C R X G J P V R N W T A I J S L V C R  
A R B A I Y S L W B Z R I M H E E K V H  
F N S F L S G Z I G Z A G O O N Y N U O  
D R C G Y T R R D Y S T N X D W E J U M  
H F G F Z A P S K E Q L A J F G V F D A  
X I G I B R H C E B B W M U T W Y D G B S  
J A F Q Y Y V D T F O E M I W P T J X R  
U H J V E U O T I B K Q G W O L J W X X  
J Z M O P T I S S E B P P R C T L J Y B  
I Q P U B B R Z Y A Y P Y Q X X P A H J  
E G M R G U T D H V N G I A C M U Y C T  
P F N L G P G Q W E O D L D M F V K T B  
P M N I Q H U J I N I R S L G S B A S Z  
M L S M F R D C J U O X Z L I E M S H N  
V F K I B F T G Q N U Q R K A O Y G I H  
U J Q M Y V O B S G U D Q A F S W S I Z  
K C U D Y S P K R Z Q Z C S Q N H G K Q

- |               |              |              |
|---------------|--------------|--------------|
| >> ABRA       | >> PORYGON   | >> ZIGZAGOON |
| >> KOFFING    | >> PSYDUCK   |              |
| >> DUGTRIO    | >> SABLEYE   |              |
| >> JIGGLYPUFF | >> SANDSLASH |              |
| >> MEWTWO     | >> SEEDOT    |              |
| >> MUK        | >> SNORLAX   |              |
| >> PIDGEY     | >> STARYU    |              |



## ODD-1 OUT

Which of these monkeys DOES NOT appear in *Super Monkey Ball*?

- 1 AIAI
- 2 Gongon
- 3 PeePee
- 4 MeeMee
- 5 Baby

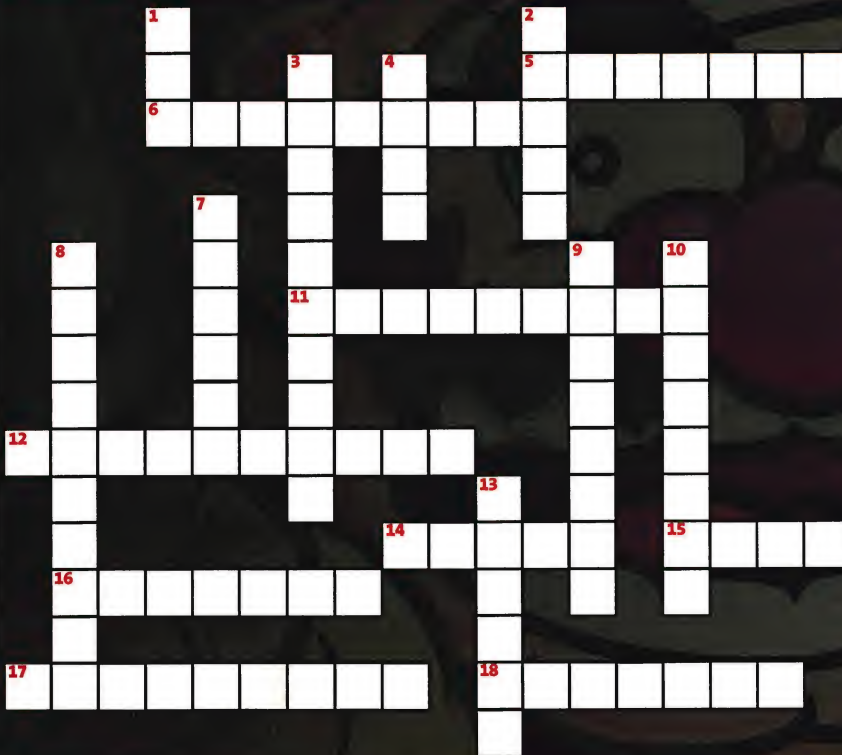
## SPOT THE DIFFERENCE



**M**r Driller has accidentally dug himself into an alternative reality, but not everything's quite the same. Spot the five differences.



## It's only the... NINTENDO crossword!



### ACROSS

5. Megaman is better known as this in Japan (7)
6. DK will do anything to get his paws on these (4,5)
11. The electronic district in Tokyo (9)
12. Princess Peach's royal butler (10)
14. Mario can fold himself into a paper one of these (5)
15. The trial mode in *Kirby Air Ride* (4)
16. The name of Olimar's spaceship (7)
17. This *Splinter Cell* spy makes Bond look rubbish (3,6)
18. The alien in *Wario Ware* (7)

### DOWN

1. You had to jump off this in the first level of *GoldenEye 007* (3)
2. You whack these in *Ribbit King* (5)
3. The ill-fated Nintendo console that had games like *Red Alarm* and *Nester's Funky Bowling* (7,3)
4. There's a Sword made of it but keep it a Secret (4)
7. If only the zombies could have found a cure for this in *Resident Evil* (1,5)
8. If encyclopaedias were like this book from *Pikmin 2* we'd all be reading them (10)
9. The second name of the man behind the voice of your favourite plumber (8)
10. The name of the golfer designer in *Tiger Woods PGA Tour Golf* (4,4)
13. It was a gun and you could do your homework on it in *Perfect Dark* (6)

## ??? KNOW THE SCORE ???

Which are classics and which are crap? Match the games to the scores



A: 92% B: 55% C: 90% D: 31%



## HOW WELL DID YOU DO LAST TIME?

### NINTENDO KNOW IT ALL

1. Wolf O'Donnell
2. Mario is Missing
3. Super Mario Bros. 2
4. Dragmire
5. 25
6. King of Red Lions
7. 5
8. 30
9. Mewtwo
10. Rudy
11. Pottergust 3,000
12. 1984
13. Simon Belmont
14. Fire
15. K. Rool

### HANGMAN

1. Donkey/Kong
2. Jet/Force/Gemini
3. Unirally
4. Resident Evil
5. Kuru/Kuru/Kururin
6. Advance Wars
7. Soul/Calibur/2
8. Viewtiful/Jo

### NAME THE GAME

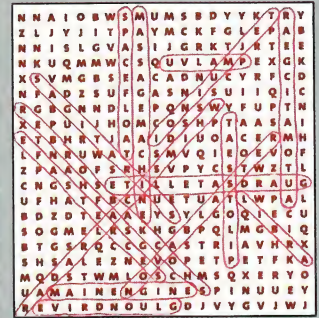
1. Star Fox Adventures
2. Super Monkey Ball 2

### KNOW THE SCORE

1. V-Rally 3 91%
2. Metroid Fusion 93%
3. Advance Wars 95%
4. Sonic Advance 90%

### ODD-1-OUT

Johnny



REMEMBER... ALL THE ANSWERS NEXT MONTH!



# Big in Japan



reporter John Ricciardi

● Tokyo Game Show ● Gaming babes ● Pokémon Emerald

■ Just a few short weeks ago, the entire Japanese games industry (and much of the Western one as well) descended upon the Makuhari Messe Convention Center for the annual Tokyo Game Show — essentially Japan's miniature version of E3.

With the industry waiting for the DS, Nintendo decided to stay home and prepare for a private tour later in the year. That wasn't to say Nintendo DS wasn't there as some teaser videos were on display showing the likes of Sega's *Kimi no Tame ni Naru Shinneru* (aka *I Would Die For You*).

Elsewhere, playable GC games included *Resi 4*, *Viewtiful Joe 2* and *Kingdom Hearts* on GBA.

## Tokyo Game Show 2004

All the news from Japan's E3 right here!



▲ See inside Mike's mind. Actually it's Sega's *Kimi*



▲ Check the weapons from the second *Resi* movie!



▲ Check out this guy from the *Momotarou Dentetsu* series. If only all US cops were that happy



### THE GIRLS OF TGS 2004

■ Of course, it wouldn't be TGS if there weren't scores of scantily-clad booth babes handing out information...







## Akihabara Watch

■ *Pokémon* fever hit Japan yet again on September 16th, when the long-awaited *Pokémon Emerald* was released.

Giant posters, oversized game boxes and super-tall standees could be found in just about every games shop in Tokyo, with commercials running on TV practically every 30 minutes. It certainly paid off as the game sold over 600,000 copies in its first two weeks!



▲ Everywhere you turned, the stores were awash with Rayquaza emerald green



▲ The *Pikmin* gang are surely upset about all the attention Pikachu and co. are getting

## UTADA HIKARU IN FIRST DS COMMERCIAL!

Nintendo hired superstar J-Pop singer Utada Hikaru to star in the first ads for Nintendo DS.

The ads began running in late September, featuring Utada in a room with nothing but a table and a DS, asking "Is it okay if I touch it?" The second had her giggling while she presumably swapped dirty drawings in *PictoChat* with someone off-camera.



## THE AD GALLERY

■ Check out these ads for new titles as seen in Japanese gaming magazines. There's *Wario Ware Rotation* and *Kururin Squash!* Previews next issue!



▲ Check out *Mawaru Made in Wario...*



▲ ... and *Kururin!*

## Rockin' Retro Stage Figures

■ Banpresto and Nintendo have teamed up to create a six-piece set of classic *Super Mario Bros.* "stage figures" featuring scenes from the original NES game. They are the best retro toys EVER.

Sadly, these figures are only available at certain convenience stores and toy shops in Japan, but you can always try importing them from play-asia.com or see if they're on eBay...



## NINTENDO WORLD: TOUCH! DS

■ For the first time in nearly four years, Nintendo is staging a public exhibition in Japan to show off upcoming wares on GameCube, GBA and, most importantly, the new Nintendo DS.

The event, dubbed *Nintendo World: Touch! DS* starts on November 3rd in Nagoya and hits five different spots across Japan before wrapping up on November 28th, four days before DS launch.



▲ Just do what it says or it will get very angry



## JAPAN TOP TEN

The current best-selling games on Nintendo platforms in Japan

1	<i>Pokémon Emerald</i>	(Nintendo, GBA)
2	<i>Famicom Mini: Super Mario Bros. 2</i>	(Nintendo, GBA)
3	<i>Super Mario Ball</i>	(Nintendo, GBA)
4	<i>Densetsu no Stafy 3</i>	(Nintendo, GBA)
5	<i>Advance Guardian Heroes</i>	(Treasure, GBA)
6	<i>Paper Mario: The Thousand-Year Door</i>	(Nintendo, GC)
7	<i>Kirby &amp; The Amazing Mirror</i>	(Nintendo, GBA)
8	<i>Famicom Mini: Zelda II: The Adventure of Link</i>	(Nintendo, GBA)
9	<i>Summon Night: Craft Sword Story 2</i>	(Banpresto, GBA)
10	<i>Final Fantasy I&amp;II: Dawn of Souls</i>	(Square Enix, GBA)

Source: MediaCreate week ending September 26th





## Palthena no Kagami



At the dawn of (video game) time, an idea was introduced that defied logic. If you walked off the screen on one side, you appeared back on the other side. Like you'd circumnavigated the globe in a millisecond. This was an awesome idea, because it reinforced the unreality of games. Like *Pac-Man* before it, *Palthena's Mirror* made brilliant use of this system.

For a platform game, it added a new dimension. As you're making your way upwards, you're magically crossing the screen to gain access to new ledges. The screen scrolls up, but not sideways. And by the way, there's no way back. There will be no 'downward' scrolling. If you miss a jump and fall into the black, you are dead and start again at the bottom. This made *Palthena's Mirror* hard. That and the floating red eyeballs and the little snakes that were trying to kill you. Greek mythology, eh? It's a laugh.

In the UK and US, this game was called *Kid Icarus*. The hero, Pit, has wings and a bow, and is basically just wandering around in his pants. Megaman must have hated him, because Pit could shoot upwards AND duck. Playing this NES port in 2004 as part of the Japanese Famicom Mini range is still a magical experience. Hard as it is, it's totally fair. There's a nice feel to the jumping and the soundtrack is as heroic as the NES's stone-age sound chip could manage. It still stands out as one of Nintendo tune-legend Hip Tanaka's finest efforts.

Speaking of legends, there are also tell-tale clues that the genius Gunpei Yokoi designed this. The red jellyfish that molest you early on look like *Metroids* with eyes and the purple and orange architecture gives you a headache like... a Virtual Boy. God, that's tenuous. It's also a GAME that was played mostly by BOYS. And you don't have a GUN, but you can PAY for things in shops. No, you're not having it, are you?

Anyway, it's good enough to make you wonder why this franchise is lying dormant. We've bought a copy of the GB follow-up, *Of Myths and Monsters*, from eBay to see if that's as cool. It hasn't arrived yet. We can feel some nasty feedback coming on.

**PLAYED!**





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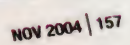
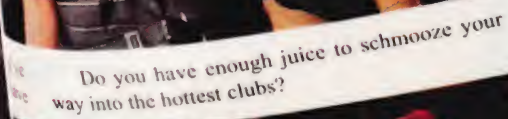
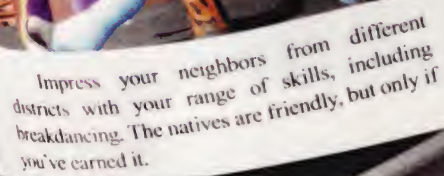
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# Previews



**“Dark Samus is super fast. She’s there and then gone before you can use your Charge Beam.”**





# Metroid Prime 2: Echoes

We tear the Space Pirates a new A-hole with the Dark Beam and go head to head in multiplayer.



For the next month Samus fans are going to be walking round like they've just had their brains sucked out by a hungry Metroid. They'll be bumping into people, smacking into doors and narrowly avoiding getting knocked down by buses. It's all because they'll be too busy thinking about getting re-acquainted with their favourite bounty hunter. They'll be imagining blasting Space Pirates with Super Missiles, scanning lifeforms on alien planets and taking on huge soul-destroying bosses. *Echoes* is so close *Metroid* heads can almost taste it. October is going to be a long month.

Thankfully *NOM* readers are blessed by the Nintendo gods. Last month we shared with you our hands-on assessment of the demo disc being given away free in America. It was four pages of pure joy and next month parts of it – like the gallery – will be on our DVD!

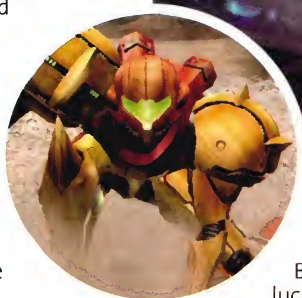
So, imagine our surprise when an extended demo, including the awesome-looking Dark Samus and the four-player deathmatch, arrived at the *NOM* office. After a brutal scrap to see who would get to play it first, Rob grabbed the precious disc and ran, locking himself in the musty Games Room and refusing to budge. >>>





»» When we disappeared into the light portal at the end of the *Prime 2* demo we sat staring at the screen for a while, in fact Mike was there for three days, imagining what might come next. Would Samus have to take on some tough Space Pirates? Would there be a cunning Morph Ball puzzle to get us scratching our heads in bemusement? No, it was something far better than all that. There was no way we could have predicted the arrival of Dark Samus. Here are the best bits that had us scooping our jaws off the floor.

After Samus exits the portal she arrives in a room as two Pirate Troopers are flying away on some kind of jet-powered hovercraft. We wildly shot missiles at them as they flew off, then realised we'd just wasted some ammo as they disappeared into the sky above the planet Aether. After the embarrassing encounter with the Space Pirates, we realised there were Metroids in the cavern with us. We were annoyed at the thought of not being armed with our Ice Beam if they attacked, but they were held



□ Stay in the bubbles and you're safe. But it's a long, boring game that way

captive behind force fields. Basically that was lucky for them. As Samus

approached them, they started going crazy, eager to escape and suck her energy. It sent a shiver

down our spines to be so close to those dastardly aliens. Retro Studios has really paid attention to the finer details of interactive environments like this.

Further on, another cage contained the remains of a Space Pirate being ravaged by

Metroids. Perhaps he'd been thrown in there as punishment for putting his elbows on the table or dropping a stitch in Space Pirate knitting class? The floor of the cavern was covered in water, which rippled as Samus walked through it and splashed up onto her visor when she jumped. Elements like this really make you feel as though you're actually exploring this hostile alien world along with Samus. It drags you into the game by your eyelids.

In the next room we had to work out how to get through to the exit. "Hmm, perhaps it's something to do with that Morph Ball slot in the middle of the room?" we thought. A quick Bomb Jump later and we were nestled inside, ready to lay an explosive package. As the bomb went off, panels around the side



□ That's a really, really sharp beak – believe us



□ Areas of safe, non-poisonous air beckon you in

## Multiplayer *Metroid*

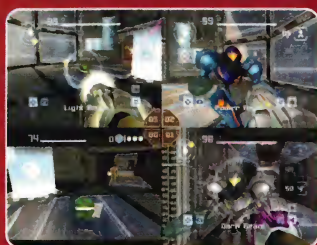
The *NOM* team go head to head.

For the first time EVER, *Metroid* has got itself a multiplayer mode. We've been waiting a long time to finally prove who's the best at *Metroid*,

and now we've got our chance.

In fact, we've been playing the multiplayer on a daily basis to see who is the Morph Ball

Master and the Dark Beam Don. Take a look at these new shots and then wipe your rancid saliva off the mag.



□ What *Prime* was crying out for – four Samuses... or, er Sami?



□ Arans! That makes more sense. Hey, guys! Leave the Ball alone!



□ The maps are varied, from ruins to the Sidehopper station



□ You can colour your Samus how you want. But not pink



## Meet the Samus smashers

These bad guys are trying to tear Samus to pieces.

A new planet means a whole host of new bad guys for Samus to blast. Imagine living on these planets! You'd never be able to leave your house for fear of getting eaten by a rampaging beast. A trip to the shops

would be a matter of life or death. But we can't wait to get up close and personal with the Ing Commandos and laugh mercilessly as we blast them with the Dark Beam.



□ Nintendo: "What shall we call this one?" NOM: "Spiky Vomit Beast."



□ See that pink, fleshy bit. Yeah the moist area that'd really sting if you shot it. Don't aim for that



□ Help! Sandshark! Someone get Link!



□ This thing eats crisps – crisp bits of you

of the room began speeding past each other to form a corridor to the next chamber. The first cut-scene of the panels spinning will take your breath away. So keep your fingers crossed that there'll be more of this in the finished version.

While trying to get over the excitement of that wicked bit,

we weren't prepared for the absolutely MASSIVE hall we entered next. Unfortunately two more Space Pirates, complete with jet packs, were waiting to bust our asses so we didn't get much chance to drink in the atmosphere at first. A few well-aimed missiles saw to those geeks and as they crashed and

burned, plumes of black smoke spiralled out of their packs, making for special effects that put *Prime* to shame. Going back to the room, we honestly don't think there were any this huge in the original.



Computers lined the sides, pipes shot up to the ceiling towering above Samus' head and glowing cables lined the walls. The

problem was we needed to get to the top of that huge room and through the next door.

After scanning a computer screen, three large blocks shot out of the ground. A few jumps later, we were zipping into the next room ready to meet Dark Samus.

Nintendo is keeping very tight lipped about what exactly Dark Samus is. From playing the extended demo we think she's made completely of Phazon, but needs to absorb large quantities of it to stay alive. Then again Mike's made of blue jelly and there goes a flying pig.

Dark Samus looks the absolute nuts. She's basically a black version of Samus, but with raw Phazon coursing across her body. We've speculated for hours on end about exactly how she's been created, but had to stop when our brains began to hurt. Mike thought she was a result of the Space Pirates' experiments in *Prime*. Whereas Rob thought she could be a reincarnation of Metroid Prime. The truth is we just don't know. What we do know is we're VERY excited about Dark Samus. >>>



□ Spidery alien shapes flit across the screen. Admire their other-worldly beauty. Then make them die



»» The fight itself wasn't too hard, but this should change in the final version. You stumble across Dark Samus sapping the energy from some Phazon. After a while she spots Samus and then all Hell breaks loose. There's one cool moment before the fight when Samus and Dark Samus have a stand off across the room, like something out of a wild west movie.

The main thing about Dark Samus is that she's super fast. You'll be charging up your Dark

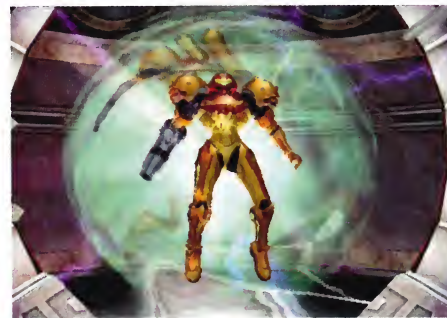
Beam ready to unleash the pain, when suddenly she's completely vanished. She's also got a

Phazon Shield, which means missiles and beam shots just bounce off her. And you've got to watch out when she starts hovering because it means she's about to do a weird Phazon flying charge thing. The best tactic

against Dark Samus is to blast her with missiles and then when she's stunned, gun her down with the Dark Beam.



□ Armour plated? Check. Huge tusks? Check. Glowing eyes? Check



□ Samus regretted attaching the harmless Bubble Beam "for a laugh"

When you manage to take her down, there's a bit of a surprise. Just as Samus is approaching her, she explodes into Phazon particles and destroys everything in the room. It's weird to watch, but we can't wait to face off against Dark Samus in the final game. In fact, we hope she is used a bit like SA-X in *Metrod Fusion*. Each time you saw SA-X you soiled your pants and we want to have that underwear-messing feeling all over again.

The irritating thing about playing these demos is there are little teasers about what could be in the final game. One area has a half-pipe which just cries out for the Morph Ball Boost.

Another room has doors, which although you can see, you just can't get to no matter how hard you try – trust us, we almost bust the joypad desperately trying to double jump our way up to them. We're crying out to play the finished game.

But the best thing about this extended demo version was that we finally got to have a blast on the four-player deathmatch. Since E3 we've been eager to zap each other with the Dark Beam or lay a Power Bomb and watch as our opponents eat explosive death. Luckily the multiplayer doesn't feel like it's just been tagged on. Retro Studios have included power-ups, different weapons and

## She's got the moves

The classic Screw Attack makes a return.

In the original *Prime*, the Space Pirates tried desperately to try and clone Samus' abilities. Well, they're going to be even more gutted

when they see her moves in *Echoes*. Perhaps the best of these is the return of the Screw Attack from *Super Metroid*.

Now no dirty Space Pirates or Warrior Ing will be safe from your spinning jumps of impending doom. Ha!



□ Samus will be unstoppable with this wicked move. Ing Warriors be scared, very scared!



□ The Morph Ball is back. We're hoping that there'll be loads of tricky Morph Ball puzzles.



□ These guns blast Samus to different areas. They're also in the multiplayer. Wicked!



□ The Spider Ball wasn't used enough in *Metrod Prime*, so we hope to see more of it in *Echoes*.



## SA-X education

We take a look at Samus' other replica.

*Prime 2* isn't the first time Samus has taken on her darker side. Those who've played *Metrod Fusion* will know all about the menacing SA-X, an X parasite that stole Ms Aran's form. It was created when an X infected the outer layers of her Power Suit. SA-X was tough and you spent most of the game running away. We hope Dark Samus is just as cool.



❑ In a scene sadly deleted from *Fusion*, Samus and the SA-X talk through their differences like proper ladies would

various places to lay in wait for your unsuspecting opponent.

Although we only got to experiment on one level, the Sidehopper Station, we can see the deathmatch mode is going to be a huge part in *Prime 2*. The level was designed to get the best out of Samus' abilities. While in the Morph Ball you can be shot out of cannons to reach normally inaccessible areas or zip along narrow corridors. It's also by far the best method of escape when you're taking a pounding. One minute you're there and the next you're rocketing towards the nearest health pick-up. We're not sure how many more multiplayer maps there'll be, but we hope there are some bigger ones with Morph Ball corridors everywhere.

By far the best aspect of multiplayer was the different power-ups you could collect. By running through question mark points you would be given a number of different powers that

lasted a limited amount of time.

The best one of these was definitely the Death Ball, which turns your Morph Ball into a rolling sphere of death – let's just hope AiAi and his monkey friends never get hold of this ability. Other stand out power-ups included the Hacker mode, in which you can give your opponents viruses by hacking into their Power Suits and the Invisibility mode which means you can sneak up on your opponents and zap them.



Look, if we're getting this excited about a 15-minute demo and a taster of the multiplayer, then just imagine how outrageously excited we're going to be to get our hands on the finished product.

Actually we might warn the Accident and Emergency department at the hospital in case one of us has a heart attack. *Prime 2* looks like it's going to rule. **Rob Burman**

## ESSENTIALS

DEVELOPER: RETRO STUDIOS

FAMOUS FOR:

Oh, you know just making one of the best GameCube games ever. It's *Metroid Prime* if you haven't already guessed by the way.

THE PHIAL OF COMPLETION

MULTIPLAYER: 1-4

PUBLISHER: NINTENDO

RELEASE: NOV 26TH

REVIEW: NEXT MONTH

## PREDICTED SCORE

If multiplayer has the power-ups and bigger maps our dreams of a classic will come true.

**90** %  
PLUS



❑ Strange alien landscapes will send shivers up your spine



❑ It's all over for you, chump

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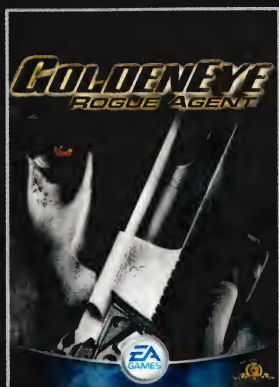
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## GOLDENEYE ROGUE AGENT



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# The Legend of Zelda: The Minish Cap

The Gnat Hat was just the beginning. Now things heat up...



A little blond boy wakes from his sleep. He opens his twinkling blue eyes, pushes back the covers, then gives his hat a nudge to wake it up.

He somersaults out of bed and the hat starts to talk. It's got a yellow bill like a duck. It jumps onto the boy's head and he's all set for another day's adventuring. Yes, the opening of this *Minish Cap* demo is a bit on the mental side.

You're going to be able to play this yourself next month and it's ace.

*Zelda* games always are. You know you need it and you need to start thinking of ways to get the cash together. Chances are your mum isn't going to fall for you writing NOVEMBER on your birth certificate. Christmas won't come a month early. How

much is a kidney worth? God gave you a spare and now's the time to cash that puppy in.

You've always wanted to be ant-size, stop kidding yourself. *Minish Cap* gives you that wonderful gift, promoting sword fodder like the humble Chu-Chu into ferocious boss characters in the process. It all begins, as you'd expect, with a boy and his talking hat wandering about in the woods. You stand on a weird little tree stump, hit the **B** button and away you go. Welcome to Smallville.

On the screen now, you can barely make Link out. He's only a couple of pixels high. He's a dot and you can just about make out the swish as he swings his miniature sword. The same thin streams that big Link skipped across on the way in



□ Link, don't do it. Don't make the shoes. It's so not your job



## It's me! I'm down here!

The world looks different when you're small.

Being tiny is awesome. Having one part of your body that is disproportionately small is weak, but when tables and chairs look like skyscrapers you know you're on Planet Rock. It's part of the reason the *Micro Machines* games were so ace and another reason (besides it being a *Zelda* game) why *Minish Cap* is going to rule. Look carefully at the second picture in this box. There's a door ON THE BOOK. There could be doors on books in your house and you'd never know. *Minish Cap* changes the way we view our own world.



□ Remember Sturgeon? He's only the bloke out of *The Wind Waker*! The one that shows you a few basic buttons, but just whines his ass off because you're learning all the fly ninja skills.



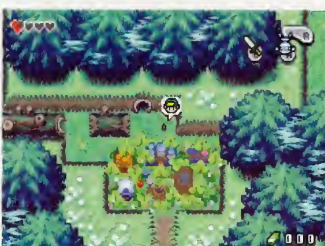
□ And here you are on his bookshelf. You're loving that perspective change. Of course, this means the area in which to adventure in the new game is much bigger, which equals MORE AWESOMER.



□ See the little ladder? That's the entrance to a scaled-down strip club

are mighty rivers on the way back. You barely even noticed the tiny platforms floating about on their surface before and now you have to ride them.

Of course, this is only going to stay awesome for a small time. If you played the whole game as a mere speck of Link, your eyes would bleed. So when you make it inside that first dungeon, the scale alters. Link is big on the screen again even though he is small. Because



□ WHERE AM I? OH MY GOD. Oh

everything else with him is also small, because it's the creation of the Minish people.

They're a bit freaked out to see this Aryan kid in a green

jumpsuit milling about in their kingdom, but basically they're cool with it.

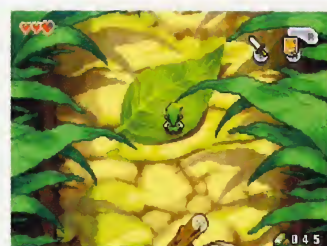
Friendly people, you'll like them.

If you speak *Zelda*, you'll be right at home in the dungeons. The first

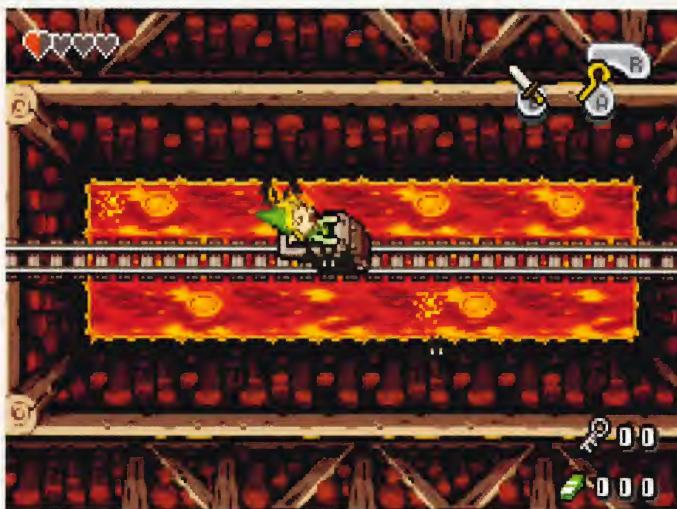
problem room has a pair of closed doors (one with a keyhole on it) and another through a passageway blocked by two stone statues with some sort of button on the floor by it. You know what to do. You're so focused, you might not even notice the awesome graphical flourishes here and there. Slugs that leave their disgusting trail on the dungeon floor. Link's face going BRIGHT RED if you force him to pull a block for longer



□ We sneezed on the screen just before the shot was taken. Soz



□ I don't be-leaf it! Leaf us alone! My leaf flashed before my eyes!



than he'd like.

And what's all this cobwebs over the doors business? You think you know the solution, but you don't. Put down the torch. You need Link's new toy – a magic jar that sucks in air and fires it out. And that's how you open those doors, you suck the webbing off. We've never previously encountered web that couldn't be cut with a SWORD, but ours is not to reason why. You can also use

the jar to propel yourself using a lilypad as a raft, a cheeky nod to a *Wind Waker* puzzle.

There are mushrooms in *Minish Cap*, too. Not the kind you eat,

but the kind that are magnificently elastic and can be tugged on to catapult yourself across rivers and stuff. Yes, those ones.

Cleverly, the more you pull on the stem, the more spring you get. Twang too hard and you'll sail over one body of water only to splash into another. It seems that this Link





can't swim. Where are the cocking Zora's Flippers when you need them?

So back to that giant (normal size?) Chu. It took us ages to work out how to kill that swine. The jar didn't suck him and the sword didn't appear to hurt him. It just made little blobs of green fly off, but he didn't flash. And he's always jumping on your head. Then we found The System. Because Chu's head is wider than his body, he can't stomp you if you stand right in the corner of the room. So you can chop the hell out of him until he topples over. Then you get out the jar and suck him,

releasing it causes Chu to twang back upright and batter his head on the wall. He's flashing now. Ha ha.

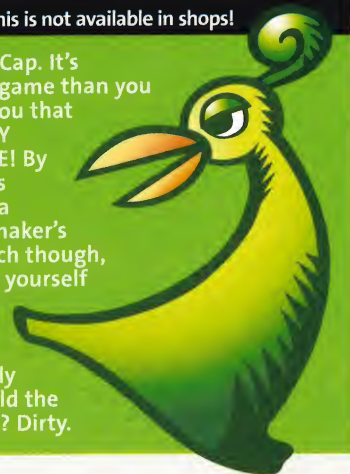
In the second dungeon we blazed through, you start off as normal-size Link. It's a crumbling mine, with wood beams supporting the doorways. You have to quickly sprint across creaky crust bridges that crumble back into magma as you're on them. Then you see some tracks on the ground. Minecarts, we have missed you so.

The tiny Minish-size doorways give it away that you're going to have to do some big/little transitions to

### A Talking Hat

This is not available in shops!

There you have it. The Minish Cap. It's obviously newer to this *Zelda* game than you are because it helpfully tells you that "you can push statues". OH MY GOD, THANKS FOR TELLING ME! By the way, I was pushing statues around before you were even a pattern on some talking hat-maker's desk. You can't cuss it too much though, because it'll also help you zap yourself down to bug-size when you stand on certain magic tree trunks. We're guessing here, but if the hat talks, surely it needs to eat. So where would the poo come out? On Link's head? Dirty.



□ Link heads down the Swan to get lashed up



□ Good job you're not Superman. That'd hurt

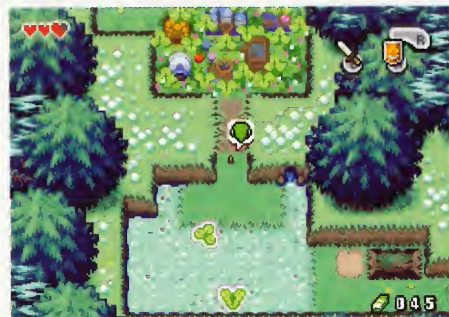


□ It took us ages to work out what this was. It relates to something mentioned in another caption

get through and that's how you get into a room where you can flip a switch to straighten out the rail tracks. All you need to do now is find your way to the actual carts which will involve firing yourself some magma using tornados to gain height and your cap as a parachute. In the same room as the minecart, is the FOUR SWORD. You'll get to use that after Link has whizzed across the screen hilariously in the mine cart, screaming like a little baby.

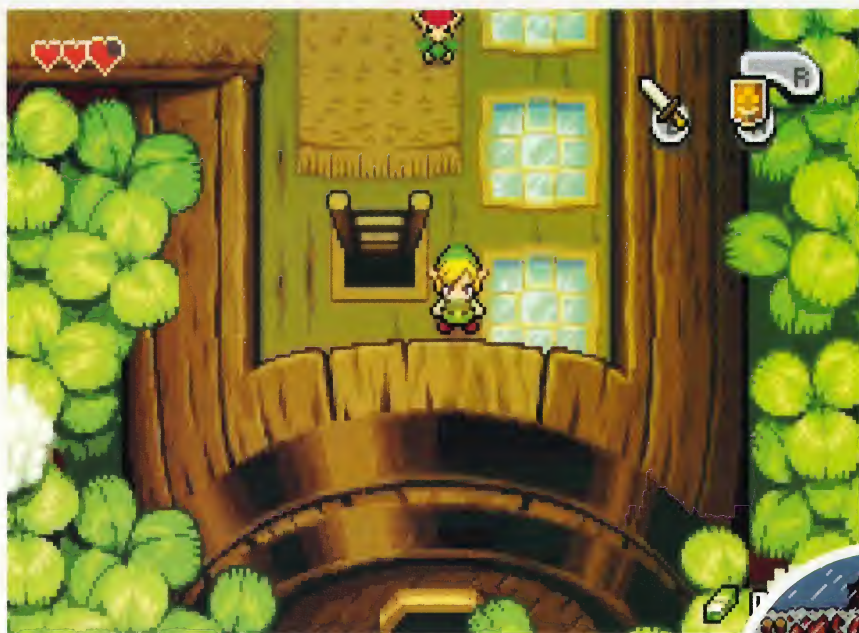
If there are suspicious looking green tiles on the floor, you know it's Four Sword time. Charge it up and walk over these 'split panels' to summon up three more ghostly Links. It means you can suddenly push big blocks, but hurry because your new friends don't hang around for long. They're fragile too and vanish if you whack them off a wall as you walk around in your home-made gang. Later puzzles give you a load of split tiles and you have to activate specific ones to get Links to appear in the exact formation you need to step on a load of scattered switches simultaneously. Clever, eh?

Unusually for a *Zelda* game, the princess puts in an appearance when she's not in danger. Unless you count her gasping for a glass of milk to be a perilous situation, but it's hardly on a par with being captured by Ganondorf is it? So you're sent out for some milk as the milk truck appears in the bottom right corner of the map. Of course, it's Lon-Lon Milk being delivered by Epona and Malon. That stuff ain't cheap either, at 200 Rupees a pop. You basically need to be a



□ The Head icon flips over if mini Link rolls





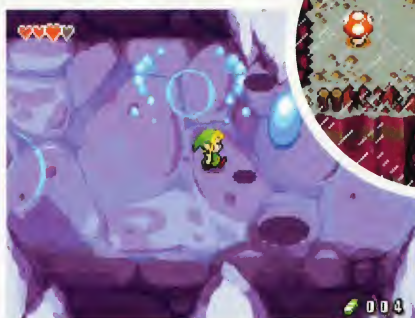
❑ Those guys look sinister. Dirty little black eyes



millionaire to eat Corn Flakes in Hyrule.

Zelda shows you how Kinstones work, then it's up to you to charge around and get the cash together for the milk. You can find Kinstones everywhere. In chests, in long grass, under stones. You search out one half, then find someone to fuse with. If the stones lock together perfectly, something cool happens on the map. A doorway magically appears on a tree, a beanstalk grows that you can scale to a chest in the clouds full of cash. You're charging around trying to make fusions and all the time Epona is trotting slowly across the map. If he gets to the bottom-left corner before you've raised the cash, the princess goes thirsty.

We could do without little kids hassling us when the kinstones don't match though. This one whining little asshole is crying that he's been studying kinstone fusion at school and now Link won't fuse with him. LOOK



❑ That's some nice camouflage work, Linky

DUDE, IT'S NOT MY FAULT THE COCKING STONES DON'T FIT TOGETHER. And what is there to 'study' anyway. We're basically talking about a two-piece jigsaw here, idiot.

We're dying to see how all of these new features are integrated into the final game. Already it's clear that the developer, Flagship, is following up its miracle of making Kirby cool again in



❑ A soft landing, but then a plumber ate them all

*Amazing Mirror* with a cracking *Zelda* title. That shouldn't come as a surprise though: they did an amazing job with the bonus *Four Swords* segment on the GBA version of *A Link To The Past*. Your hero is in safe hands. Next month is going to be magic. **Dean Scott**



## ESSENTIALS

**DEVELOPER:** FLAGSHIP

**FAMOUS FOR:**

Being the Capcom studio that created the *Zelda Oracle* games, and also did a cracking job on *Kirby & The Amazing Mirror*.

**MULTIPLAYER:** \_\_\_\_\_ NO

**PUBLISHER:** \_\_\_\_\_ NINTENDO

**RELEASE:** \_\_\_\_\_ NOVEMBER 12TH

**REVIEW:** \_\_\_\_\_ NEXT ISSUE

THE PHIAL OF COMPLETION

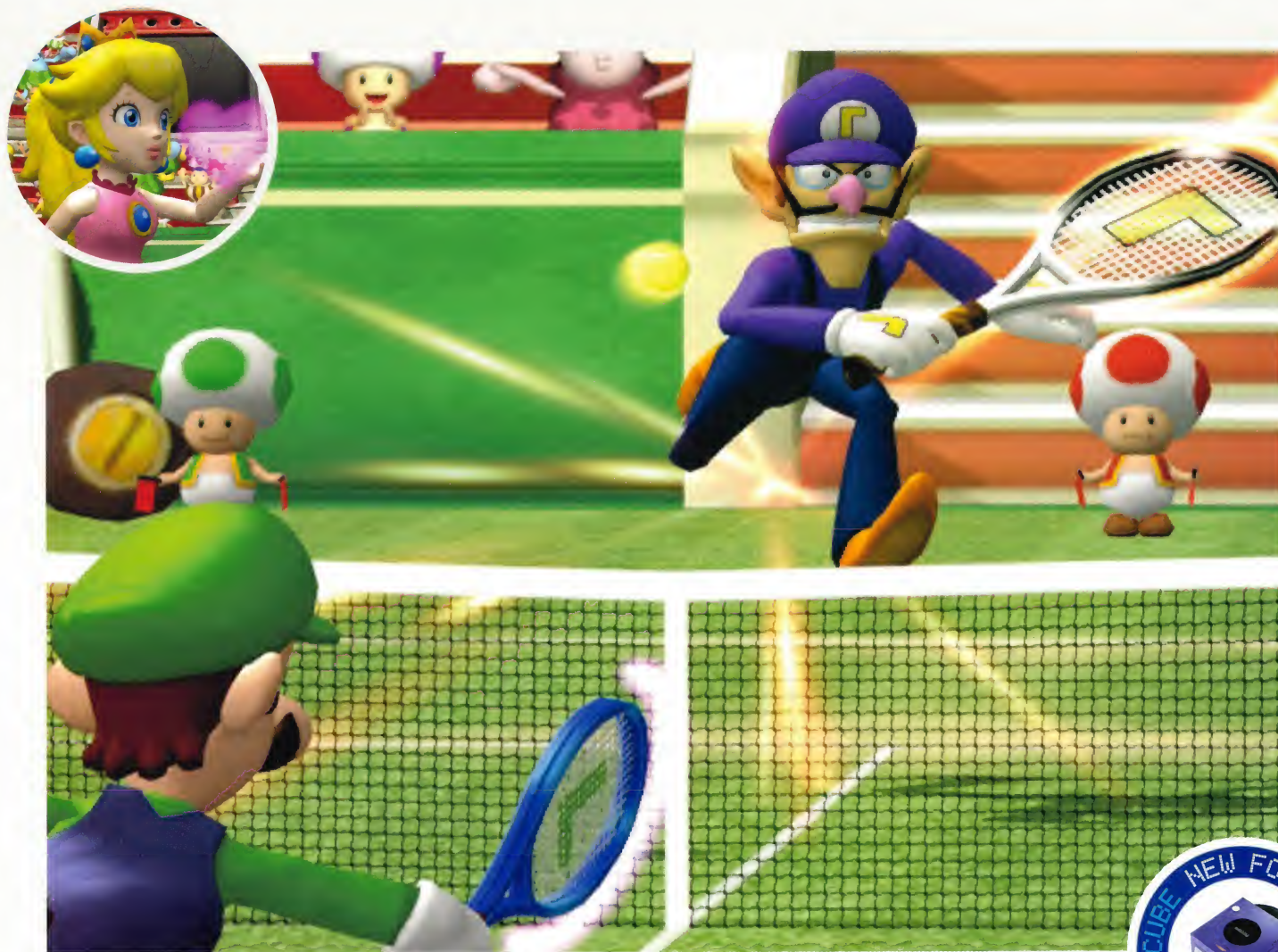


## PREDICTED SCORE

In certain areas of the office, this is the most eagerly anticipated game of the year. Specifically, the area around Dean's desk.

**90** %  
**PLUS**





# Mario Tennis

**You don't know cool until you've seen the Classic Mario Court.**



**Are you any good at tennis? Reckon you could 'ave Henman?**

**How about if there were slippery bananas scattered on the court for a laugh? Yeah? Well, what if a Klaptrap was chewing your ankles and a giggling ghost had you in a headlock?**

Meet the latest in the Mario-does-sport series. Remember *Toadstool Tour*? What was 'Mario' about that? Not much. A few

Chain Chomps in bunkers and some Pikmin in the grass hardly captured the essence of the Mario universe. No circle clouds, no oval hills or multicoloured square towers with screws in the corners. It's almost like the normal world. The Mario universe is NOTHING like the normal world and gladly, neither is *Mario Tennis*.

Camelot has gone all-out with this one – it's totally

bonkers and we love it. All the fundamentals of tennis are still here so you get slices, drop shots, lobs, double faults and all that. But there's enough madness going on to make you forget all that. You know you're playing a *Mario* game this time.

We had a blast on an early version of *Mario Tennis*, with its three different courts and a couple of wacky Special Games. All three looked awesome. One was a standard court and with, no interruptions, it lets you enjoy a traditional game of tennis. The other two are not so basic.

Luigi's Mansion plays host to one court, with the gloomy-looking mansion in full view in the background. The other court looked like it was set somewhere in the thick of the jungle near the DK Mountain track in *Mario Kart Double Dash*.

Both look great, but it's not all simply decoration.

This is a *Mario* game we're talking about here. In Luigi's Mansion, every time the ball bounces a ghost appears and starts lobbing banana skins all over the place. Not satisfied with that, they'll play dirty too, grabbing hold of you for a short moment so you can't reach a critical shot. You'll be mashing the buttons, furiously screaming at 'em to get off you so you can put that shot away.

However, it's not all total madness – there's some strategy to it as well. On your opponent's side of the court is a small square marked by a light bulb. If you manage to bounce the ball in that area, one ghost on your half will be zapped away. So, do you bounce the ball in the square to ease up your side of



❑ Wario's too fat to run, you see



❑ WRONG GAME, Luigi. The fool



## Mario Paint

Like squash, but more fun

This is one of many new Special Games packed into *Mario Tennis*. It wasn't in the version we played, but it appears that you have to hit different coloured balls to fill in the colour on the Mario picture on the wall. Notice the pipes on either side of the wall that appear to be changing colour?

We're not yet sure what they're for but we suspect that they spit out the different coloured balls. The centre screenshot below shows THREE balls in-play at once. With multiple balls to chase, it's bound to be a mad scramble to keep them in play AND colour the picture correctly. Mario is going to need a bigger hammer.



□ Mario's a little off-colour. Colour him in



□ THREE balls at once. That's gotta be tough



□ You'll only get this far with daddy skills



□ Beat DK and he might shoot HIMSELF into your face



□ At Wimbledon they stop games when it rains. Wimps

the court, or aim the ball elsewhere to make another ghost for your opponent? So many decisions to make!

Similarly, the DK Jungle court has little Klaptrap crocs crawling along the top of the net. If one is hit by the ball, it'll fall onto the court. Walk your character near it and the little devil will latch itself to your ankles, greatly decreasing your mobility. In a similar system to the Luigi court, you can abolish the little nippers by hitting the ball into a small square, but that's far easier said than done.

Within a few short rallies, the court will be crowded with all

sorts of mayhem.

It turns the already energetic game that is tennis into a crazy box of Mario madness, just how we would expect a *Mario* game to be. In comparison, *Toadstool Tour* is just exposed for the fairly straight game that it really is for GC.

But the madness doesn't stop there. Each character has two special moves that become available to a player who has a good rally. That player's racquet starts to glow and that's the cue for their opponent to start crapping their pants. At the touch of a button the camera

will cut to a close-up of that character performing their

charge routine before battering the ball for a winner with immense hyper power.

Whoever thought of their special routines must have had too much silly sauce. Wario's special move sees him flood the court with water and power-swim around in circles before smashing the ball. Why? We don't know.

Luigi sucks the ball towards him with the Poltergust then smashes it with his racquet, Mario reaches into his pocket and whips out a hammer bigger than himself to hit the ball. The umpire says nothing. He must be blind. It's nuts. According to Yoshi, turning into an egg and rolling around for a few seconds

before smacking the ball is the secret to ninja power. Can someone get the word to Henman before he loses AGAIN?

Each and every one of the special moves looks awesome in action. Sparks fly as the ball is smashed, leaving a trail of flames and rainbow colours filling your telly with more vivid shades than your brain can process. Our only complaint is the brief pause that

takes place while you watch a player do their routine. It breaks up the play and the alternating camera angles can get a bit tedious. That's a minor niggle and let's hope you can make some alterations in the Options menu in the finished game. The version we played is still a very early one.

There were two great Special games for us to take a peek at though and these put you on



□ Yoshi shows his dino kung fu



□ Wario farts ghost repellent



### PRAISE THE LORD! MARIO CLASSIC COURT

We saw Mario batter the ball with a giant hammer. We saw Kremlings chomp on players' ankles. We saw ghosts disappear when we hit a lightbulb icon on Luigi's Mansion Court. We knew *Mario Tennis* was going to be cool, but not THIS cool.

Check out the awesome MARIO CLASSIC COURT! Surely the penny has dropped now. You need this game. Call us retro junkies. We accept that. But you can't deny that this *Mario Bros.* theme court isn't the absolute NUTS. The background is too cool and just look at the flat enemies shuffling along on the court. SWEET! This court wasn't in the version of the game we played. Gutted. We can only guess what goes on as you play, but how complicated can that be? It's *Mario Bros.*!



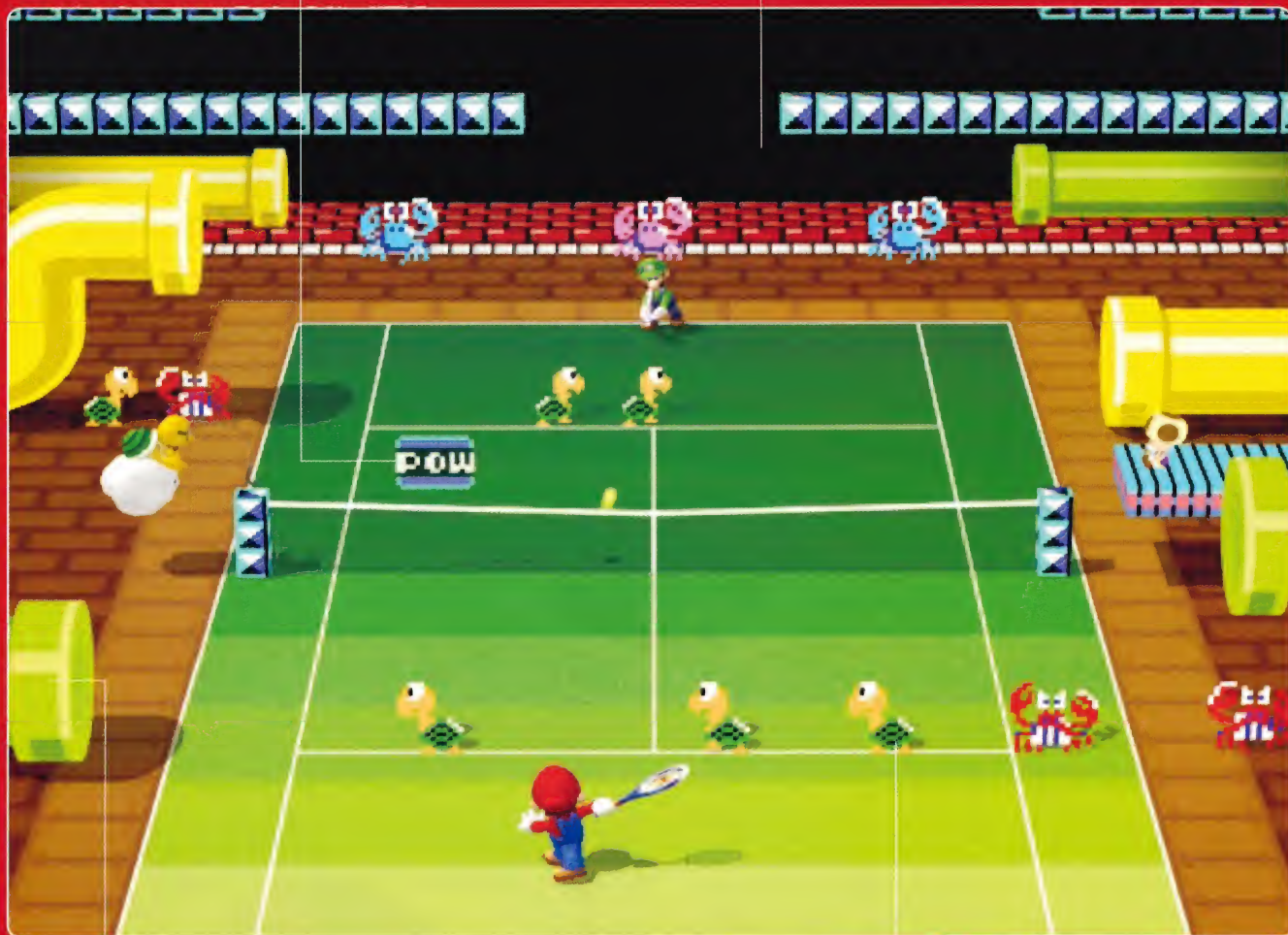
#### PA-POW!

This is the enemy's worst nightmare in the old games. We reckon when the ball hits this bad boy all the enemies will be flipped onto their backs. Hopefully, you'll be able to boot the suckers away.



#### WHO NEEDS A CROWD?

Check the old-skool background. There's no crowd, but who cares? It's a Mario Classic Court in the style of the *Mario Bros.* logo. You've got to respect it, 'cos it's just too cool!



#### THE PIPES

Water? Out of THESE pipes? That's crazy talk. These pipes spit out angry crabs and green turtles to menace you while you TRY to play tennis. If they make it across the court, they'll re-emerge.



#### SPRITE ALERT

Flat is the future. It's like these rude boys jumped straight out of the original game. It seems hitting them with the ball will flip them. If you can then kick them off the court, our lives will be complete.





❑ Wario playing fair? No. That's not his style. He always bends the rules

court with bizarre challenges. In Blooper Rally, you go up against Blooper, the oil-spitting octopus from *Super Mario Sunshine*. Only he's not there to pollute the place. Instead he has a bat in each tentacle and your aim is to keep up a rally with him for as long as you can. It's made slightly tougher as you can't hit the ball into the same area twice in a row. If you do it's Game Over.

In the version we played, you had to hit the ball 20 times without missing. It wasn't that tough and hopefully there will be harder targets in the final game. Look out for it in a Hall of Fame challenge near you when *Mario Tennis* comes to town.

The other Special game is called Shine Bingo. Set in another world from *Mario Sunshine*, three water pumps at your end of the court spit out balls of water when you step on the right switch. You then smack the



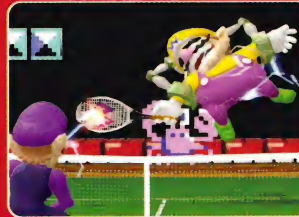
❑ Killer Boos are about to gnaw poor Luigi to death

water over the net where it splashes on the floor, clearing the mud and revealing Shines. Reveal a row of three Shines and they'll count as collected, and be added to your Shine count. Getting a certain number within a set time limit is the challenge. It's good fun, although not as cool as Blooper Rally.

## Crazy Skills

Using giant hammers in tennis is fine

Each character has two special moves; one to hit the ball with awesome power and another that allows you to reach a ball that's seemingly beyond your reach. When playing as Mario, hit the special button when the ball is near and he'll octo-smack it with his giant hammer. At long range he'll spin rapidly to kick up a tornado which draws the ball in closer for him to hit.



❑ The sheer force of special shots knock opponents back



❑ We wouldn't fancy Mario's hammer-shot in the crackers



❑ There may be hearts, but Peach strikes to win

Hopefully we'll see the return of the manic Bowser's Court from the first game – the tilting court suspended above a hot lava pit that pushed your skills to the

edge, literally.

This is what a Mario sports game should be like – wacky, unexplainable and COMPLETELY off the wall. It can't be half-hearted, it's got to be totally nuts. The only normal thing about it is gravity – the ball falls down, not up and it bounces like a true tennis ball would. We had loads of fun with this early version and it should be a fun-packed multiplayer game on GC. For now, it's first set to Ninty. **Mike Jackson**



❑ An angry tennis hooligan fuzzes a banana at DK's mouth. I bet he'll hate that SO much

## ESSENTIALS

DEVELOPER: CAMELOT

FAMOUS FOR:

*Mario Golf: Toadstool Tour* and *Mario Golf: Advance Tour*. They also did both of the awesome *Golden Sun* games on GBA.

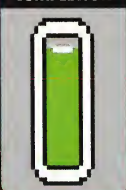
MULTIPLAYER: UP TO FOUR

PUBLISHER: NINTENDO

RELEASE: SPRING 2005

REVIEW: NEXT YEAR

THE PHIAL OF COMPLETION

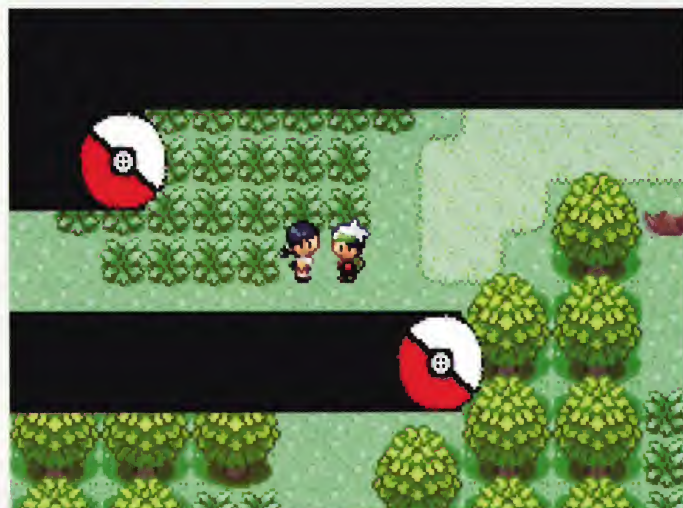


## PREDICTED SCORE

*Mario Tennis* is highly playable and awesome fun. Certain to be one of the best multiplayer games on GameCube to date and tennis fans will love it.

90%  
PLUS





❑ Moments later young lover was crushed to death by Poké Balls

**Zigzagoon's taunt of "Ooh get you!" sent shivers down our spine.**

Until that fateful day, when you notice your cat has started bearing an uncanny likeness to a Skitty after a visit to the Nintendo Veterinary Surgery, you can get your *Pokémon* fix with the upcoming *Pokémon Emerald*. It's basically a different version of *Ruby* and *Sapphire*, but with little tweaks here and there to make it a new gaming experience. We've only managed to play through the first

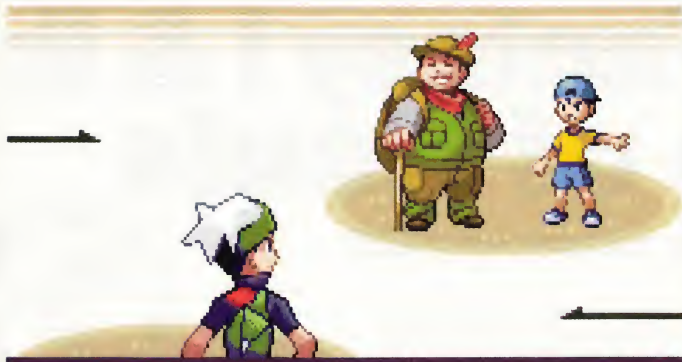
## The Pokémon have taken hard man lessons

Wingull flaps its wings as if to say "I'm gonna shove my beak where the sun don't shine" and Geodude bellows something like "My fist – your face!" Then again perhaps we're imagining things.



☐ “I may look like a bogey, but I’m actually **EXTREMELY** hard.”





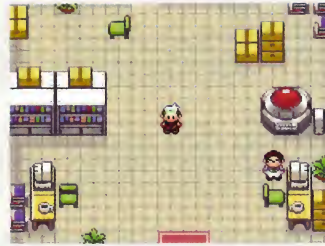
❑ Keep talking, shrimp. You won't be so mouthy when fat-so's gone



❑ Wandering around the green grocers is just a waste of time



❑ If Briney leaves his boat lying around someone might nick it



❑ Stay as far away from the geeks as possible – they smell



❑ Nothing much going on here... oh, no, look – a bush!



❑ Reflection effects fooled these sprites that their diets were working

few Gyms, but already we've noticed some very exciting changes to your adventure.

One of the best bits is when Pokémon Trainers occasionally gang up on you. Two-on-two fights were introduced in *Ruby* and *Sapphire* and were a revelation for Pokéfans, who were overjoyed at being able to battle an Abra and Poochyena at the same time. But in *Emerald* this idea has been expanded so that two individuals, each with their own set of Pokémon, take you on together. To be honest we think it's a bit unfair.

You spot a nerdy looking kid who looks like he's probably got crap Pokémon and decide to take him on with your Lv. 8 Wingull. But, as you approach, a Hiker with a tough-as-nails Geodude sticks the boot in and kicks your butt back to the Pokémon Center.

This means each time you're about to enter a battle, you need to check around to make sure there are no other Trainers who want to stick their nose in as well.

If you've played either *Ruby* or *Sapphire* you may think there's little incentive to play this third game, but actually there are some changes to the story. The game involves both Team Magma and Team Aqua, the former trying to cover Hoenn with lava, while the latter try flooding the world. The mighty Groudon and Kyogre once again make an

appearance, but the biggest pant wettingly exciting aspect for Pokéfans will be the addition of a completely different area called the Battle Frontier.

This is a Pokémon theme park where you take part in a number of distinctive scraps in areas like the Battle Arena or the Battle Dome. It's a wicked area that looks like the business. But the weirdest has got to be the Battle Tube, which actually takes place inside a giant Seviper. We just hope it's a model otherwise you'll get your shoes covered in digestive fluids!

Each time you enter the Battle Tube something random happens, like someone healing your party of Pokémon or getting lost in a maze of wild creatures that want to fight to the death.



❑ Lv. 14 and Lv. 7 versus and a couple of Lv. 6 stragglers. Basically you're a bully

After 28, yes that's a mighty 28, cleared rooms you get to take on the Battle Tube bosses who are armed to the teeth with super-tough Pokémon. It's a tricky challenge that'll keep the hardest Trainers coming back.

We're really quite excited about the Battle Frontier. *Ruby* and *Sapphire* were massive games that completely put an end to our social lives for weeks on end. We can only imagine the addition of a completely new and, by the sounds of it, tough area to compete in, as well as catching all those wonderful Pokémon. It will make this a must have for Pokemaniacs.

We're going to start building robotic replicas of ourselves to write the mag when *Emerald* arrives in the UK. Hang on, Tim's got sparks coming out of his ears and is babbling about a 'syntax error', perhaps he had the robot idea ages ago?! **Rob Burman**

## ESSENTIALS

DEVELOPER: NINTENDO

FAMOUS FOR:

*Pokémon Red, Blue, Gold, Silver, Ruby, Sapphire...* the games that have dominated your Game Boy for ages and will no doubt rule them for years to come.

MULTIPLAYER: 1-4

PUBLISHER: NINTENDO

RELEASE: TBA

REVIEW: TBC

THE PHIAL OF COMPLETION



## PREDICTED SCORE

We need to spend some more time with the Battle Frontier, but it looks like *Emerald* could be another essential Poké-purchase.

80% PLUS





RPG stands for role-playing game, but what does that mean to anyone? In most cases, what it actually means is games with more text than a *Guinness Book of Records*. Games where people stand in one spot forever, or walk aimlessly back and forth and always say the SAME sentence no matter how much you talk to them. Games where you're welcome to stroll into anyone's house, take their treasure and smash crockery legally.

RPGs are a different breed of games for a different breed of gamer and *FF I&II* are the titles that kicked it all off. With both games included, *Dawn of Souls* is the most turn-based, stat-boosting action you can get on a GBA cart.

It's classic prophecy stuff - when the world is shrouded in darkness, four warriors will appear to shed light over the land and... blah, blah, whatever. That means you'll wander around towns and dungeons, busting up monsters

# Final Fantasy I & II: Dawn of Souls

## The stat-classics return on GBA.

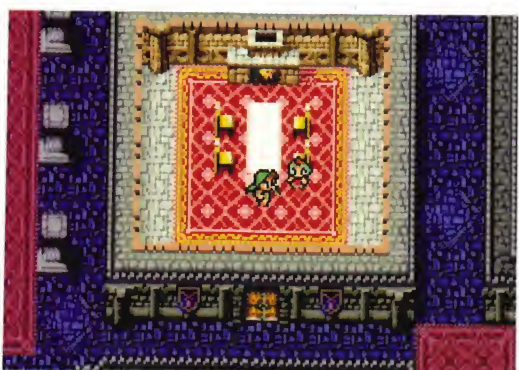
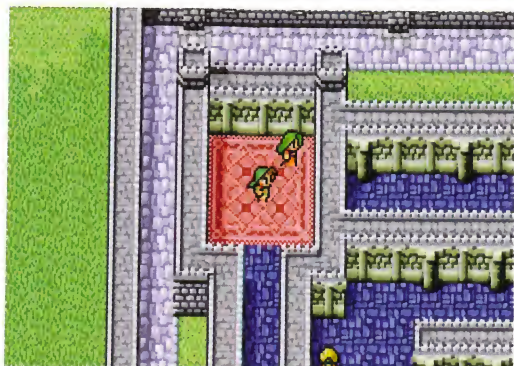
with spells and watching numbers go up that make your character stronger. Thankfully, these classic *FF* titles are from an era when insanely complex story lines weren't the done thing, so characters don't babble on about destiny long enough for you to have formed an A button print on your right thumb from text-skipping, like in most recent RPGs.

But *FF I&II* soon makes up for that in annoying random battles - enemy encounters are so frequent simply getting across a field to another town is a heroic task in itself, and a pain in the rear. And just in case you've never

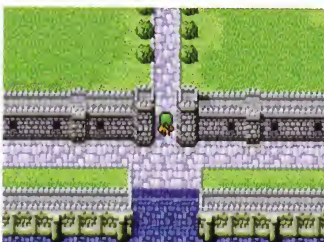
played *FF*, we're not talking about action-packed *Paper Mario*-style battles. This is the old-skool system. It's the system where your characters slice the air in front of them to do damage to enemies on the other side of the screen. You have no direct control, you just choose the actions for all four of your characters then watch it all happen.

The stress of constant battling is softened by an improved save mechanic, that allows you to store your progress at any point in the game, and start exactly where you left off. Remembering to do it frequently is your only concern.

As well as improved graphics and sound, Square Enix have added some special treats in both games. Completing *Final Fantasy I* will unlock a new dungeon called Soul of Chaos which is packed with bosses from later games in the *FF* series. *Final Fantasy II* packs an all-new side-quest called Soul of Rebirth. This adventure will give you an insight into the history of the characters and it's sure to blow the minds of hardcore fans. **Mike Jackson**



□ When this came out did people like loads of colour?



□ Go in there and you'll be eaten



## ESSENTIALS

DEVELOPER: SQUARE ENIX

FAMOUS FOR:

*Final Fantasy Crystal Chronicles* and the other *FF* greats. Also the minds behind the *Dragon Quest* games and *Kingdom Hearts*.

MULTIPLAYER: \_\_\_\_\_ NEIN

PUBLISHER: \_\_\_\_\_ NINTENDO

RELEASE: \_\_\_\_\_ DECEMBER 10

REVIEW: \_\_\_\_\_ NEXT ISSUE

THE PHIAL OF COMPLETION



## PREDICTED SCORE

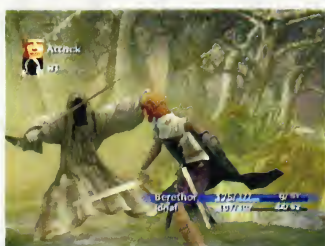
For Nintendo fans, this will be the first taste of proper *FF* action in years. The random battles are too frequent, but these are still all-time classics.

**80**%  
PLUS





□ Standing in a row is great fun



□ Use fire! Like in the film! IDIOT!



□ Countdown to Orc shish kebab



□ "Er, what's up with your leg?"



□ We hope that Middle-Earth isn't always this muddy and green

# The Lord of the Rings: The Third Age

... when chopping-up Orcs equalled strategy.

➔ The three movies are so long you'd miss your birthday if you watched them back-to-back, but they're quite good so you've surely sat through them anyway. Then you can switch on your GameCube and slice your way through each movie in a virtual Middle Earth. Sauron's gone and Middle Earth is saved. But it's not the last you'll see of *Lord of the Rings*.

The *Third Age* takes you back to the battle against Sauron in the shoes of new warriors who are struggling to win the fight against evil. You can't play as the characters in the film that you know and love – just some other dudes you've never

seen before. But that doesn't matter, the best thing about *LOTR* games are the massive battles. Only this isn't another crazy hack-'em-up like the others. It's a turn-based RPG.

You won't be going up against hundreds of Orcs in a mammoth battlefield like in the films. It's just three or four enemies at a time here, and hacking them up is now just a menu option. Hit **A** on the word Attack and watch as your warrior leaps forward, smacks a number out of an Orc's chest, then leaps back to his spot. Orcs are dirty beasts.

You don't want to hit them once – you'll want to sprint in and chop them into steak slices, screaming YAARRR! One chop? It doesn't feel right.

It's typical turn-based stuff – unlimited standard attacks and limited special ones, items for healing and stat boosting, and the "I'm getting my ass kicked" retreat option. Select the enemy you want to pound and watch your characters let rip. The major downer is that battles are entered randomly as you walk around. Being able to SEE an enemy before you attack is a luxury we've got used to with the various *Mario* RPGs of late and it's a pain when you are forced to fight when you are trying to explore.

If they set the frequency of the encounters right it won't be too bad, and if you're into turn-based action *The Third Age* might be for you. We'll have to wait and see. **Mike Jackson**



□ Yeah, it's just a glowing sword, but actually a Lightsaber WOULD be pretty handy here

## ESSENTIALS

DEVELOPER: AMAZE

FAMOUS FOR:

They did *Samurai Jack: Shadow of Aku* and are also working on Lemmy Snicket's *A Series of Unfortunate Events*.

MULTIPLAYER: \_\_\_\_\_ NO

PUBLISHER: \_\_\_\_\_ ELECTRONIC ARTS

RELEASE: \_\_\_\_\_ NOVEMBER

REVIEW: \_\_\_\_\_ NEXT ISSUE

THE PHIAL OF COMPLETION



## PREDICTED SCORE

The turn-based battles slow the pace from the riots of the past *LOTR* games. We hope the film-based plot will keep players hooked for a while.

65%  
PLUS



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□ Beating bosses makes us hard



□ Surely you can have those guys

# Advance Guardian Heroes

You won't like this. It's not for you. It's serious. Go play *Yu-Gi-Oh!* or something.

➡ People just aren't going to understand. They're going to take one look at the slowdown, moan about the controls, cry that they can't beat the first boss and stop playing. Let them. That's not us. Welcome to Club We Know About Games. Take a seat.

With Treasure games, there's always a system. A little twist that elevates a game above its peers. Sometimes, like in *Ikaruga*, it's easy to get. In *Advance Guardian Heroes*, it's less so. This should be a button bashing game, but it's all about the counter attack – a familiar Treasure theme. So you step into a

boss battle thinking might alone is going to see you win. Welcome to Planet Dead.

Literally, as it turns out. Your death summons forth a demon, who offers you invincibility in exchange for your soul. If you're tempted, you can quickly tear your nemesis a new anus. Welcome to Devil mode and an awesome new black outfit. You'll be smashing through the next level like a hurricane, too, but eventually debts have to be paid. The demon comes for your soul and it's game over.

But it shows you what's ahead for your next triumphant attempt as flesh and bone. You'll tap

Ⓜ just as your assailant's strike connects, giving you a second or two to wade in with blows as he's stunned. Countering drains your magic power, so you can't just hold the button down. You'll run out. When you're surrounded by a pack of foot soldiers, melee away. Anything larger needs a more methodical approach that you're used to in this genre.

Dead enemies leak gems that you can spend on attribute upgrades between stages. Do you drop a load on making your guy punch harder, or just have his magic power recharge more quickly? It doesn't make the game an RPG, but it adds a layer of depth.

This finished US version of the game had obviously been translated by a work experience kid as well. LET US SUMMON THE MONSTER WITH THE SPECIAL ATTACKS OF DIFFICULT COUNTER TIMING! That sort of thing cracks us up. The people we were talking about before don't get that either. **Dean Scott**



□ Green skin equals evil. Give 'em what for!



□ Upgrades, but it's not an RPG. YES SIR!



## ESSENTIALS

DEVELOPER: TREASURE

FAMOUS FOR:

Being a colossus of 2D gaming. The still-not-released-here *Astro Boy* on GBA is a tour de force. Shooters like *Ikaruga* make twitchy hardcore kids' lives worth living.

MULTIPLAYER: BATTLE MODE

PUBLISHER: UBISOFT

RELEASE: TBC

REVIEW: UNKNOWN

## PREDICTED SCORE

It's far from perfect, but we could live with the slightly duff control because we approve of the basic system. And the bosses are ace.

THE PHIAL OF COMPLETION



75% PLUS





If you've got guts, you'll go a long way in *Need For Speed*

*Underground 2*. Keeping your foot pressed hard against the floor as the back end of your Mitsubishi Evo kicks out on a hairpin takes cojones the size of coconuts.

But trying to squeeze the petrol-guzzling monster through tight-as-you-like back alleys seems like suicide. Get it right though, sliding through with barely enough room to squeeze a fart off on either side, and you dart to the front of the pack, take the chequered flag and get your filthy, wheel-crunching mitts on yet another tarmac-eating beast. Bonus.

That's the beauty of Bayview, *Underground 2*'s all-new free-roaming city; it's totally open, so while each race has a series of checkpoints you've got to reach, how you get from one to another is entirely up to you. Go off the beaten track, cutting the most direct route by diving down side streets and bombing across parking lots. Or take the longer – but certainly faster – route along the highway, weaving through rush-hour traffic at top whack. And when you hit top speed in *Underground 2*, you really feel it – this game is so fast your eyeballs splat against the back of your skull each time you kick in a nitro boost. It's scary, but it's fun.

# Need For Speed Underground 2

When worms race, you mostly don't see it. Now, you can **LIVE** it with *Need for Speed!*

Bayview is split into five distinctive neighbourhoods, but only after winning races and earning respect do you get to race in each area. Thankfully there are no such restrictions on the countless mods and after-parts *Underground 2* has stashed in its garage. And providing your back pocket is bursting with greenbacks you can customise your ride however you want, jacking up suspension, splashing decals all over the bodywork and bolting on turbos to make your motor the fastest on the underground.

In fact *NFSU2* boasts twice as many after-parts as the first game, including licensed bodykits, customised doors, roof scoops, split hoods, rims... So much stuff that the only real limit is how much you can physically strap onto your creaking chassis!

But it's the killer line-up of cool coupés and giant SUVs that'll really blow your big end. Forget taking a clapped-

out Corsa onto the road, here you start with the big boys of high-performance motoring. Take the Mazda RX-8 – it's the hottest joint on the modding scene and it's yours if you can prove yourself behind the wheel. Ford's super-modded Focus, the Mitsu Evo, the

Nissan Skyline – they're all in *NFSU2*, along with classic street tanks like Cadillac's Escalade and hip-hop favourite, the Hummer.

All these maxed-out high rollers aren't the only things new to *Need For Speed*, either. The Circuit, Drag and Drift



❑ The weather can change during a race so take it easy in the rain





□ It's *NOM*'s job to dispel myths – blue lights under cars are pretty far from the coolest thing ever

races from the first are bolstered by new modes, Outrun and Street X. The first is simple – get ahead of your opponent then stay there. Increase the gap to 300 metres by slick driving skills and killer shortcuts to win.

Street X (that's Street CROSS to you and I) is a handful of short but hellishly frantic circuit races around multi-story car parks and disused warehouses. Racing is as much about survival as it is keeping the rev counter in the red, because slamming into other cars is a dead cert. But if you can hold your line while the other suckers slide out, muchos respect is yours.

And with respect comes better connections, which means more races. See, the more people you know on the underground, the more races

you get to compete in. That's how you gradually get to work your way across the city and into the history books.

If you master the streets of *Need For Speed Underground 2* you'll even get the chance to go up against Hollywood hottie,

Kelly Brook, because she's been signed up by the good people at

Electronic Arts and is one of the racers you'll compete against. Teach the well-stacked wheel bird how to drive like a pro and she's yours.

What is it with EA and their 'win a girlfriend' bits in

games? Do they really think we're so sad and pathetic that no real girl would ever be interested in us? Ha! When I'm dressed from head to tow in my Link costume I have to beat the chicks off with a Fire Rod. It's a bit tight around the belly these days, mind. **Alex Simmons**



□ There are more tuner parts than a John West factory floor



□ Watch out for the traffic!

## ESSENTIALS

DEVELOPER: EA CANADA

FAMOUS FOR:

Having flip-top heads, wearing T-shirts with T and P on them and constantly farting.

THE PHIAL OF COMPLETION



MULTIPLAYER: 1-4

PUBLISHER: EA GAMES

RELEASE: NOV 19TH

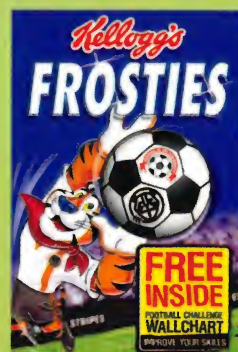
REVIEW: NEXT ISSUE

## PREDICTED SCORE

With hi-octane races and a boot full of parts, *NFSU2* should be petrol-soaked dream.

**80**%  
**PLUS**

...35...36...37...38...



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# Reviews



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» Madden 2005 » P.87



» Racing Gears Adv. » P.91



» Donkey Konga » P.76



» X-Men Legends » P.84



» FIFA 2005 » P.80

## MEET THE TEAM

Can you ever understand their pain?



**TIM STREET**

Returned from the Great North Run unable to move his limbs. Cruelly forced to play *Tilt 'n' Tumble* until he wept.



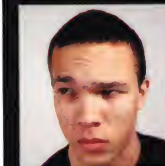
**DEAN SCOTT**

Refused to play *FIFA* until the Man Utd team was improved. Last seen trying to force a *FIFA '99* cart into the GameCube.



**KINGSLEY SINGLETON**

Fell asleep at work and dreamt of a secret war between Pikmin and Pokémon. Still they fight behind his weary eyes.



**MIKE JACKSON**

Admitted pre-ordering thousands of Nintendo DSs under assumed names. Claimed he was doing it "for the kids".



**ROB BURMAN**

Found roaming the streets, trying to drum on the heads of OAPs. Tried to eat the TV when Konga fruit appeared.

## SPECIAL THANKS TO...

**JOHN ALLISON**

Last seen hiding in a bin from George Lucas.

## SCORES AND AWARDS

90+

85-89

80-84

70-79

60-69

50-59

40-49

30-39

0-29

A Nintendo classic

Exceptional in its class

Great fun, but not ground-breaking

Some nice ideas, but lacks Nintendo magic

Few classic moments, for die-hards only

Been there, seen it, played it. Yawn!

No ideas, no gameplay, no way

Not worth buying

Not worth stealing



**POISON**  
A real minger that might give you a bad disease just by touching it. Like Universal Studios.



**SUPERSTAR**  
We'll dish these out each issue to the best games, regardless of whether they're on GameCube or GBA.





## Game info

Price: £39.99  
 Publisher: Nintendo  
 Web: [www.nintendo.co.uk](http://www.nintendo.co.uk)  
 Players: 1-4  
 Memory: 3 blocks

OUT  
NOW

# Donkey Konga

**We still can't believe it's been released over here. Get to the shops before they change their mind.**

➤ When this game was first announced in Japan, we thought we'd died and gone to heaven. It's not like we're sad little girls that thrive on rhythm action games, but this had BONGOS. It was never going to come out in the UK of course, but the Japanese version would surely become a guilty pleasure for the *NOM* boys and we'd share the love in the magazine. You understand by now. Some games are too Japanese to come out over here. Our closed Western minds wouldn't get it. Sorry, what was that? It IS coming out over here? HOLY MARIO AND YOSHI!

What's not to get? Humans are born to drum. You sit there listening to tunes and instead

of drumming with your fingers or playing embarrassing air drums, you get to hit a sturdy barrel bongo. You can batter the hell out of it actually, because Monkey Industries have made a sturdy little peripheral.

Hang on though, let's consider the second rule of peripheral-dependent games (after the part about them never coming out over here). They cost a mint. What's this going to set me back? £60? £70? Sorry, that's too much even for

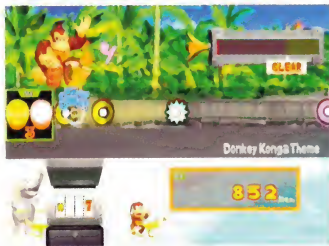
a game that's more fun than being the sole male invited to a party at the Playboy Mansion. But look up there.

£39.99. Cheaper if you order it online. And before you quote the third rule of peripheral games, know that a SECOND game is coming early next year that uses the bongos. *Donkey Kong Jungle Beat*. Of course, at this point we started to smell a rat. Nothing is ever this perfect. We fired up *Richard III* by Supergrass and sat down to jam along.



Drums, drums, drums, guitar, guitar, guitar. We're moshing along to the riff and it isn't even that kind of song. "Got up today, what a day, thanks a million!". HOLD ON ONE SECOND. That's not the Supergrass guy. That's some interloper. And that is *Donkey Konga's* guilty little secret. The secret it did its best to hide when the published track list for the game mentioned a load of familiar song names, but not the artists. Every 'name' track is a cover and, for most part, they are quite adequate. Musical snobs like Dean turn their noses up, but if you never owned *In It For The Money* what difference does it make? Apart from the Jackson 5 track.

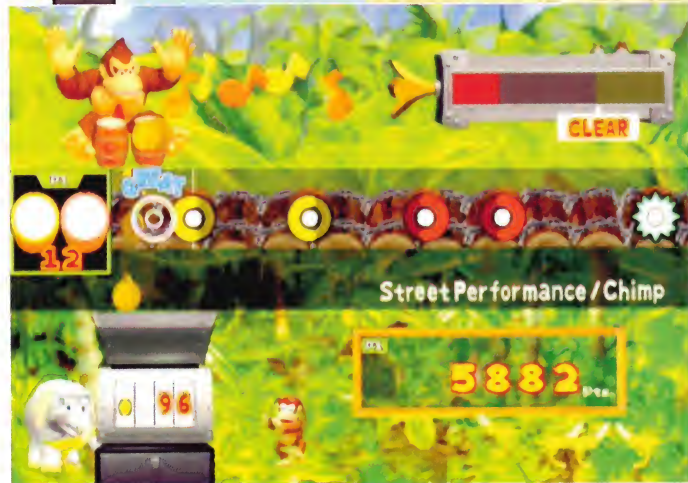




■ Muck up DK's own theme and prepare for some monkey slaps



■ Mike and Tim ruled as player three Dean popped to the loo



■ Don't let the RSPCA know there's a street performing chimp in DK

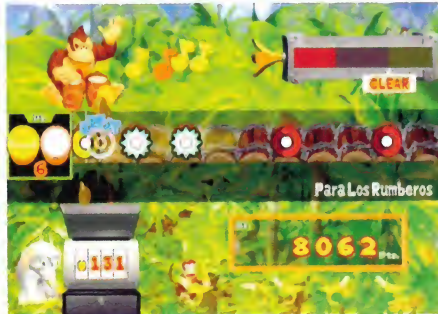
God, that'd shock a newborn baby to tears.

By far the coolest tunes in the game are the ones based on themes from classic Nintendo games. We've no doubt that the *Super Smash Bros. Melee* opening track and *Super Mario Bros.* theme tunes will have you lot bopping your heads like Busta Rhymes. Again, both are remix versions, but the *Smash Bros.* tune isn't far from the original and the *Super*

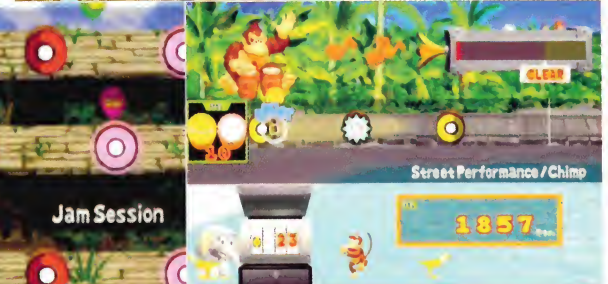
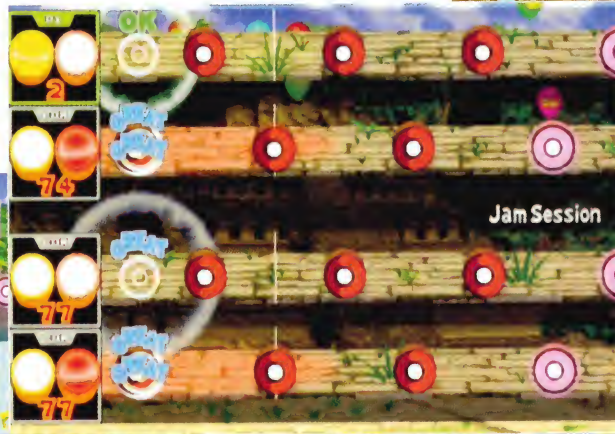


*Mario Theme* is funky. Crank it up nice and loud. We did.

There's also the DK Rap tune taken from the intro movie of *Donkey Kong 64*, but the basic lyrics make it annoying. Far better is the *Donkey Kong* theme from the first level of *Donkey Kong Country* and the theme to *Donkey Konga*. The jungle-style of both suits the bongos perfectly. There's a *Zelda* theme track on there too, but



■ We've never heard of this one, but it may have been on *Jools Holland* between bands you actually care about



■ As DK busted loose, Diddy tried nicking 23 coins to feed his starving family



■ Para Los Rumberos – loved by Diddy, hated by walking bananas

to be honest, it's not great. It's been so heavily changed that large parts of the tune are unrecognisable. And the beat pattern isn't particularly great for it either.

Rhythm patterns were a concern for *Konga* since we found the beats in the Japanese version to be a bit random, confusing and not at all suited to the beat of the song. There are a few truly great rhythm patterns in the UK version, particularly for the salsa-style tracks like *Para Los Rumberos* or *Sing, Sing, Sing (With a Swing)*. You may not recognise these tracks, but it won't matter – they suit the

bongos far more than any Rock or Pop tune ever could and the funky rhythm patterns match it perfectly.

Sadly, a lot of tunes have patterns that just don't suit the track and are a bit unnatural to tap out.

That's the hardcore gamer in us talking. Chances are your little sister or gran isn't going to pick up on this at all. That's the true beauty of *Donkey Konga*: it's going to get people playing that usually avoid video games like they'd avoid someone with leprosy. The GameCube joypad is an alien device to these people. Two analogues, eight buttons, what

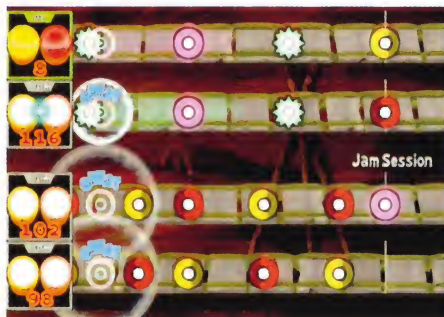


the hell? But *Konga* just has you beating two drums and clapping. Even if it's not the perfect video game, the fact that it's so immediate and inclusive is going to win a lot of people over. They'll still want to be pounding away after you (as the primary gamer in the household) have gotten bored and gone looking for a gaming meal of more substance.

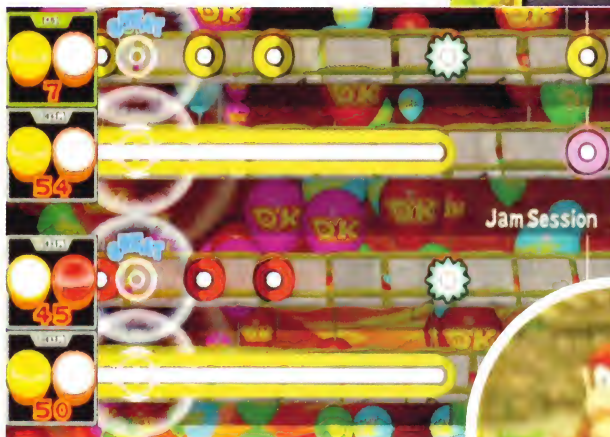
Those poor saps probably even clap above the sensor, instead of using the hardcore method of just slapping the sides of the bongos like you would. Actually, some of the patterns demand you cheat. How are you supposed to pull off the clapping equivalent of a drum roll? Have an audience ready to burst into rapturous appreciation? Burman actually blows into the mic sensor and that's the kind of thinking that gets you a job on *NOM*.

You're going to need to tweak the sensitivity of the sensor anyway. Too low and the sound from the TV will trigger it, too high and a car crash wouldn't register as a clap. It's a pain, but necessary if you're planning to play multiplayer. Which you absolutely must do.

Playing in multiplayer is the most fun you can have out of *Donkey Konga*, particularly in a Jam Session where instead of playing identical beats, each player is given different patterns to tap which, when put together, makes a complex rhythm that matches



■ There's not much you can say about all these dots, right? Just get banging!



■ Donkey Kong's gonna go mental on his set of bongos right about...



the tune in the background. It sounds great if you do it right, but it'll take lots of practice. As you're only playing a part of the rhythm you'll have to hit a lot of off-beats (beats that are placed in awkward parts of the rhythm) and are really tough to judge. Until you get it right, you'll just look like a bunch of musically challenged apes. But

you will be having the kind of four-player laughs that have previously been the copyright of the awesome *Wario Ware Inc.*

It's time for another little gripe, though. Even with 31 tracks included, you'd have

thought that there'd be plenty of space on a 1.5 gigabyte GameCube disc to do some pretty background scenery and smart animations of the DK family getting their bongo-powered groove on.

That's how we would have imagined it. But instead, a low-res sprite of Diddy sits at



## Rob's sordid bongo party

In the interests of science, we made non-gamer types play it. Females too.

■ You can't say Rob Burman doesn't know how to party. He turned up at his girlfriend's house party not with a crate of Stella, but with four sets of *Donkey Konga* bongos. Initially they slammed the door in his face in absolute disgust.

Pretending to be a central heating engineer, Burman gained access via the back door and set up the equipment. He said he had a gun and would kill each and every last one of them if they didn't play it with him. Fearing for their lives, the reluctant gamers started to pat the bongos. *99 Red Balloons. Cosmic Girl. A Mario Medley* that whooshed over their heads. They were having ACTUAL FUN even with the stench of potential homicide hanging in the air.

Rob's girlfriend subsequently contacted the police, and Mr Burman is no longer allowed within 50 metres of her. She has also moved house and is ex-directory.



Rob told the guy on the right he would be the first to die unless he feigned fun



# NOM UK's top ten

The only tunes you need to play

■ *Donkey Konga* has got some great tracks, but it also has its stinkers. Who wants to drum to *Hungarian Dance #5 in G Minor* or *99 Red Balloons*? No-one. Most of the Nintendo themes are great, and there are a couple of cool salsa tunes that go great with the bongos. So, our ten favourite tracks are...

1. **Super Smash Bros. Opening**
2. **Donkey Konga Theme**
3. **Super Mario Bros. Theme**
4. **Rainbow Cruise**
5. **All The Small Things**
6. **Para Los Rumberos**
7. **I Want You Back**
8. **Donkey Kong Theme**
9. **Canned Heat**
10. **Sing, Sing, Sing (With A Swing)**



**“A rhythm action game is never going to keep you hooked for weeks like *Zelda*.”**



■ That's a 29-combo, but those colours are gonna destroy that



■ Drumming to Ninty classics is mint



■ Will you be the *Konga* king in your gaff?

the bottom of the screen, animated by what can't be many more than four frames of movement. And there are these equally poor bananas that walk around the place. Walking bananas! How crap is that? That's the worst thing we've EVER seen.

The background scenery is even worse. You know that cool DK Island stage in *Super Smash Bros. Melee*? You fight outside a wicked little hut that's above a rushing river in the middle of an impressively vast and detailed jungle. There's nothing like that in *Donkey Konga*.



A rhythm action game is never going to keep you hooked for weeks like a *Zelda* game, but this is one you should check out. You might be bored in a week, but it's perfect for bringing your family around when they complain that games are turning you into a violent social outcast. And then when they're completely hooked into the action and giggling their asses off, you can scout round the house in freedom to see what stuff you can steal and sell for cash. Or you could just stop being a miserable sod and join in.

## So, should you buy it?



### Yes if...

You're after a cool multiplayer party game. Chicks dig the gimmick.

### No if...

You're a fan of the *Dancing Stage* arcades and know what a GOOD rhythm game is.

### You'll love it if you like...

Anything with a bit of music and rhythm. Patting drums is an original experience.

## GRAPHICS

4

These games are never pretty, but they're usually prettier than this.

## SOUND

7

Groovy game tunes, but we'd have preferred original versions of the songs.

## GAMEPLAY

7

The bongos are great to use but the rhythm patterns could be better.

## LIFE SPAN

7

It's not a game to be played for hours on end, but you'll come back for a laugh.

## VERDICT

> You never thought you'd be playing a UK *Donkey Konga* outside of your dreams. Well here it is, it's cracking fun, and your family are going to be fighting for a shot on it. Loners: be warned. *Mike Jackson*



**BEST BIT:** Jamming away with your bongo buddies is a great laugh.

**WORST BIT:** Some of the mini-games are awful. Stick with the tunes.

## SECOND OPINION

> See the games spectrum. At one end, *Ikaruga*. At the other, *Konga*. See Dean dodging bullets and not owning bongos. Draw your own conclusions. *Dean Scott*

**Nintendo**  
OFFICIAL MAGAZINE UK SAYS...

**"IT'S PARTY TIME"**

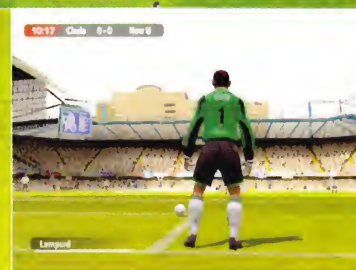
TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

**85%**





■ Last minute polygon surgery meant the Utd boys no longer had to put up with Gunnell (Forlan)



■ Not exactly the Bernabeu is it, Mr Abramovich? Sort it out

■ Once every few years, Giggs actually gets one in

■ "Zut Alors!" Henry spots Santini nicking his Clio

### Game info

Price: £39.99  
Publisher: EA Sports  
Web: [www.easports.com](http://www.easports.com)  
Players: 1-4  
Memory: Practically a whole 251 (!)

OUT  
NOW

# FIFA 2005

It fails to really get the blood pumping, but it's got licensed kits, chart music and close-ups of the big names. Cue high-fives in the boardroom!

➤ In those brief moments before the players trot out, *FIFA 2005* is perfect. That wide angle shot of Old Trafford packed to the rafters and rocking, looking every inch as majestically awesome as it is in the flesh. Then Ruud Van Nistelrooy hobbles out onto the lush turf looking like a bus crashed into his face.

A couple of days with *FIFA 2005* and we've come to a sad conclusion. Football games in 2004 are all wrong. It's not really about making a game as exciting as football is to play, it's about making it look like football looks on TV.


Newsflash: we're in the NES era of 3D. It's not perfect. So when Henry is doing a little dance because he's scored, most of his Arsenal team-mates are notable for not looking all that much like who they are supposed to be. It's not about "Ooh, the Ljungberg is pretty good!", it's about "CHECK MY GOAL

OUT!". Listen to yourselves! It's embarrassing.

Look at the twitchy pixellated fans. Stuck in a cruel loop of elation even if their team has just conceded a fifth goal in the opening ten minutes against Crystal Palace. God they look crap. All this false drama is the sports car the gameplay is driving around in to disguise its slightly small penis. The satisfaction in football games is in the DOING. When you score, do you save your emotional outpouring for the close-up replay?

Ten years ago, football games managed to be exciting without scanned-in faces. In the first *FIFA* game there were two types of player faces: white ones and black ones. There were no DRAMATIC CINEMATIC MOMENTS! It was still ace.

When you're playing, *FIFA 2005* lacks a spark. You don't feel like you're constantly contesting. You can run unchallenged for seconds at a time without tackles raining in. The ball pings around harmlessly in the midfield. There's no thrust. You don't feel the exhilaration of a cutting through ball. The shooting isn't tactile. The ball moves like a little round robot, flying with precision without ever looking like it's been kicked.

We like the skill moves in *FIFA*, because they aren't stupid. They're slightly awkward to trigger with the C-Stick, but that helps them work. If all you had to do was tap  to Zidane-turn down the pitch it'd cheapen it. The way the players collect the ball is clumsy though and even with

the compulsory analogue control it's difficult to shoot with any great precision.

We like the way you attack a space to score at corners, but the free kicks are a bit laborious. We like the little bit of thrust a flick of the C-Stick gives you, but it's hard not to run into people, especially on the 'action' camera setting that's the best to play with.

On commentary, you get old hand John Motson and wooden Ally McCoist. They get confused. A lame shot trickles along the ground into the keeper's hands, and he's "TIPPED IT OVER!"

They do hesitate at times adding to the realism, but will also spout meaningless rubbish. We fuzzed one off the bar from all of 35 yards and McCoist is giving it "oh, he should do better from there!". Shut up





## Who are ya!?

Can you name these footy stars? It's not tough, they're some of the better ones.

■ Okay, so the Ryan Giggs looks a bit like George W. Bush. But it's not all bad when it comes to the player likenesses in this version. Providing you stick to the most famous players in the world's most prestigious leagues, of course.



Do not adjust your set. This is not a horse



The rumours are true. He IS a footballer



Scared? Worried? Perplexed? Angry?



Recovering nicely from that house fire

**“FIFA 2005 lacks a spark. You don't feel like you're constantly contesting.”**



■ Rangers and Celtic play Invisible Musical Chairs and lose



McCoist. You scored all of your goals in a Mickey Mouse league from about six yards out.

Does it really matter that sometimes Morrissey and Franz Ferdinand play when you press pause? They've even gone to the trouble of adding player voices into the mix, with colleagues telling you to knock it wide. But it just sounds fake.

How many teams are there? Er, about a billion. We applaud EA's efforts to make the game as authentic as possible, but the kits don't look great close up. The Man U one is last season's. There's no Nike sign on it. How do the likenesses fare down the league? Badly. Tim could

barely recognise his beloved Southend. They might as well have had no faces like the FIFA guys from 1994.

This year, you can be a manager too. At the start of your career, you get to boss the likes of Kidderminster Harriers and you can't afford Ronaldo. You grind out results against the Grimsbys of this world. It's tedious, especially when you're watching a percentage bar grow as the game 'simulates'. You don't have to play every match and you can jump in for some hands on if your team is getting humped. We got bored. Who cares if Kidderminster get tanned every week? Not us. That's why we got fired.

## So, should you buy it?



### Yes if...

You've always known FIFA. You'll be used to how this plays and appreciate the tweaks.

### No if...

You've played THAT football game on, err, another console.

### You'll love it if you like...

A team that's a bit random and/or crap. Brondby, Heerenveen, Liverpool – all here!

## GRAPHICS

6

Cracking stadia, but some of the players look like they slept in a car crusher.

## SOUND

7

Famous commentators, lots of ambient noise and a jukebox full of chart music.

## GAMEPLAY

6

It feels broken to us. Lacks urgency and feels a bit artificial. Skills are well done.

## LIFE SPAN

8

The 15-season Career mode will endure and fans will play multiplayer all year.

## VERDICT

► The last time I played a FIFA game was the last time I was paid to. About a year ago. I want to love these because I love football. I just can't get into them though. But what choice do you have? *Dean Scott*



**BEST BIT:** Look at that Old Trafford. That's perfect. Theatre of Dreams, mate



**WORST BIT:** That crowd close-up makes us embarrassed to be alive

## SECOND OPINION

► Scott's a bore when it comes to football games. It's no *Winning XI*, but this is alright and not just because the Arse's stats are far better than Man Ure. *Kingsley Singleton*

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"INJURED"

74%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK



## Game info

Price: £39.99  
 Publisher: EA Games  
 Web: [www.eagames.com](http://www.eagames.com)  
 Players: 1-4  
 Memory: 6 blocks

OUT  
NOW

➤ There's not a fighting game out there that hits as hard as *Def Jam Fight for New York*. That's a fact. And they can use it for the poster quote if they follow it with: "But don't be stupid enough to think that's all that's important."

"Harder hitting than *Soul Calibur II*? Ha! They've got SWORDS Scott, you absolute imbecile!" you might correctly complain. But when Nightmare brings his giant broadsword down on Link's face, the result should be like a speeding train crashing into a melon. What actually happens? A modest yelp and our hero is knocked flat. No splintered skull. No sliced face.

In *Def Jam*, when people get booted in the face you will wince. If your guy is slumped down against a pool table and Snoop Dogg boots him in the face, it's horrible. You see the head clatter off the solid table, blood squirts

out and your guy slumps to the floor like he's dead. The sound effects combined with the graphic foot-to-face connection might just make you sick. If you're some kind of silly old granny, that is. If you're like us, you'll shout "YES!" and start panting heavily and want to kill some more people.

This game is as graphically vicious as the bit in *Fight Club* where Edward Norton REALLY caves that one guy's face in. When you hit someone with a bar, you can imagine someone had to die during the sound recordings to get such a

# Def Jam Fight for New York

The story may be straight to video, but the violence is ace. Music by Westlife and Busted.



■ Either Rollins is a weed, or those tattoos are made of antimatter



■ Get smacked with a bottle and you'll bleed. Let that be a lesson

sickening metallic clunk. You may burst out laughing then, but the close-ups of battered faces afterwards are a bit worrying.

The idea of all this is that it makes the whole fighting system of secondary importance. As long as your goal is simply to slam Method Man's head in a car door, you aren't going to worry too much about it being a bit stiff and lifeless. *Soul Calibur II*'s violence may have been a limp, but it has the whole art and skill of fighting thing nailed down perfectly. You have to be honest: do you want a martial arts-style game, or something more akin to a drunken and violent rumble in a town centre car park. There's no wrong answer to that.

To help you make up your mind, *Def Jam* populates its fighting roster with rappers. 'Rap superstars' isn't quite right: you'd need to be seriously into hip-hop to know who all these people are. For every Snoop Dogg there's a WC. For every Method Man a Comp. There are 70-plus fighters in total and it's a waste of time to list them all. We already moaned in the *Vendetta* review that the likes

of Eminem, Nelly and Jay-Z aren't here. You can blame licensing issues, but a rap game without them is as incomplete as a Premier League footy game without Man U and Arsenal.

The guys that are in clearly love it, though. The whole concept reinforces the meathead bravado these guys are serving up on record in 2004. It's all posturing and little substance. We'll stop being *NME* now, because it is kinda cool seeing a virtual Snoop on screen.

And it's certainly easier

to take than the poodle-permed clowns in the WWE going on about how awesome they are. We'll take these caricatures over those any day of the week. Mirroring the

music that inspires it,

'bling' plays a massive part in *Def Jam*. You'll get voicemails in your 'crib' from people dying to sell you tasteless platinum crucifix necklaces and hundred dollar Phat Farm jumpers. As your virtual you wanders around in his undercrackers trying on Sean John slacks and upside down sunvisors, try to convince yourself that this isn't the same





## Special needs

Killer attacks! Now with all the skill taken away!

■ Historically, the truly special moves in fighting games don't come easily. Your special meter builds slowly and then you have to pull off a series of wrist-wrecking quarter-circle joystick swirls while not getting your face hit. Contrast this with *Def Jam Fight For New York*, where you flick at the C-Stick and it all goes off. It's like a little yellow nipple of automatic death and a boring way to end a bloody brawl.



Meter full, tweak the nipple. You get some DRAMATIC CLOSE-UP SHOTS so you know something is happening. Thanks, EA



Rollins wails on this poor chap, culminating in the killer blow for which the screen goes, err, green. BAM!

**"A rap game missing Eminem or Jay-Z is like football without Man U and Arsenal."**



■ The 'spot the white guy' competition was getting easier



■ "NOBODY disses my Kid N' Play 1980s haircut. I AM cool."

as a seven-year-old girl dressing up Barbie.

You have to stick with it though, so the people at ringside will respect you. If you turned up in an Arran cardigan from Marks & Spencer you'd find it harder to build momentum in a fight, we're told. The actual combat controls are pretty simple, one button to punch, one to kick, one to grab. One shoulder button blocks, the other lets you wind up a really big hit.

We always find with wrestling-style

games, the fighting doesn't flow. You grapple, counter, then watch yourself being slammed onto the ground. There's not the subtle blow and counter blow tactics of a true fighting game. It's hard to love the fighting system here, even if it does result in grimly thrilling action. The story that underpins it all is, of course, just a silly hip-hop pantomime. The stupidity peaks when you're in charge of a 'bitch fight' to see who gets to be your girlfriend.

## So, should you buy it?



### Yes if...

You want to see some famous faces getting bloodied as the beats pound.

### No if...

You're looking for a fighting game with some real substance.

### You'll love it if you like...

That fake hip-hop gangsta culture where musicians pretend to be crimelords.

### GRAPHICS

9

Brilliant characters that hit hard. Occasionally spoiled by slow down.

### SOUND

8

The rappers voice their own characters, and the tunes are decent.

### GAMEPLAY

7

It's pretty basic – all punching and triggering set moves.

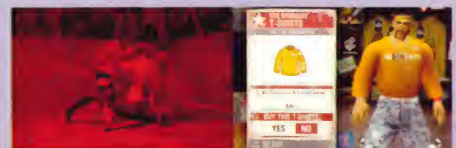
### LIFE SPAN

7

It's a great laugh in multiplayer, but the Story is a bit lame and clichéd.

### VERDICT

> The ultra-violence makes for classic multiplayer brawls and fans of commercial hip-hop are going to wet their knickers. It's mainstream, down with 'da kidz' but far from being a classic fighter. *Dean Scott*



**BEST BIT:** Booting a fighter onto the subway track so they get killed.

**WORST BIT:** The dressing up. Unless you're an eight-year-old girl.

### SECOND OPINION

> Fighting fans might not love it because it's a bit basic, but I can see it going down a storm with casual players who just want to bust some hip-hop heads. *Mike Jackson*

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"RAPTACULAR"

80%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK





## Game info

Price: £39.99

Publisher: Activision

Web: www.activision.co.uk

Players: 1-4

Memory: 29 blocks

OUT  
NOW

## X-Men Legends

Dust off your spandex super suit and latex pants 'cos a comic book brawler's heading this way.

The X-Men have been around for absolutely ages. They've had hundreds of top class comic books, tens of decent cartoon series, two completely kick-ass movies and no decent video games. How hard can it be to make a good game featuring loads of mutants with over-the-top powers fighting other mutants with equally super special powers? For crying out loud! Wolverine has massive claws! MASSIVE metal claws! You've already got a semi-decent game there, so what's the problem? Luckily though the developers at Raven Studios must have the mutant ability to make a good *X-Men* game.

Previous problematic *X-Men* games have been one X-Man on a solitary mission, see *Wolverine's Revenge*. But with *X-Men Legends*, we've finally got the experience of being part of a team, which is key to the comic books.

At first you only play as Wolverine, while getting used to the controls, but three more X-Men will soon join your party and the fun begins. Eventually you'll have 15 mutant dudes to create your dream team.

You can choose which of your team to control. You'll probably stick to one of your favourites,



■ Which one of the X-Men will you pick? (If you're not stupid it'll be Wolverine)



■ According to Kingsley, this is "the original X-Men team from 1963". We're not sure we needed all that information



■ Massive, moonboot-wearing purple robots with laser eyes – give them bat-wings and they'd be perfect

but will dabble with others. A quick press of the D-Pad chooses which you want to control. In the thick of scraps it can get confusing and you might try and select a KO'd character. If halfway through a level your team's absolutely awful, don't worry because you can swap characters at Save Points. You've still got to make sure you have a balanced team because some enemies are only weak against certain attacks.

Most levels are basically waves of henchmen you have to dispatch. The problem is some of these guys are harder to beat than the bosses. Pyro, who should be a tough boss to beat, was pretty easy, but when you're up against hordes of henchmen who keep stunning you, it can become a challenge. The whole point of henchmen should be that they can't shoot straight and die with one hit. They shouldn't be able to take out your whole squad.

Items in rooms can be lobbed at your opponents to cause major damage. Plus, as you level-



# The Dream Team

Forget the rest, this team is the best

■ Quit your belly aching about which team will kick butt in *X-Men Legends* because we're going to solve the problem for you. It's this simple... the X-Men you need to wipe the floor with a Sentinel are Wolverine (of course), Nightcrawler, Iceman and Beast. Cyclops is useless and should be left at the mansion to do the washing up. The rest of the X-Men are wimps as well. Jubilee's power is to make fireworks. She'd be a hit at a bonfire party, but that's about it really. If you don't use this wicked team there's something seriously wrong with you.



Iceman – all-powerful master of frost, or worryingly naked – you MUST decide!

## “Eventually you’ll have 15 mutant dudes to create your dream team with.”

up your characters they'll be able to pick up trucks or lift them with telekinesis.

Levelling-up characters is a key part of *X-Men Legends*. But don't worry, this isn't a stat heavy RPG with battle maces and wizards. It's more of an RPG for the action hungry generation. You level-up your character's ability to fly, mind powers or acrobatic skills. Although it's simple it does interrupt the action. On the plus side though, even those characters not in your team will gather experience points, which means you never have to keep swapping your members to ensure they'll all be hard as nails.

By levelling-up you'll also gather better super powers that fill the screen with cool effects. The most beneficial is Ice Man's ability to freeze bad guys, which means Wolverine can pummel them with his adamantium claws while they chill out in giant ice cubes. You can also combine super moves into more spectacular and damaging attacks. Keep your eye out for when another team member is about to attack and then jump into the action yourself. There are lots of different combos to discover, too.



These combos are easier to execute in multiplayer. That's right, up to three other mutant-loving mates can join in the action at any time. This is where *Legends* shines because your mates will be better at using super powers. Playing on your own can be frustrating because the AI is thick. There will be times when they fall off cliffs or get stuck near some flames that keep damaging them. During fights the action can be too hectic to keep swapping between

characters to ensure they've got health. And when they die you've got to trawl back to a Save Point to revive them.

Otherwise this is an enjoyable game, something the *X-Men* franchise has deserved. Even after you've completed the main game, which takes a fairly long time, there are extra missions in the Danger Room. Also, certain characters will reminisce about previous adventures, which you can then play. But even if you love this don't, whatever you do, start dressing as a superhero. Those tight spandex pants just cause a nightmare in your nether regions... just ask Dan (aka Danimal Man, Art Editor X-Treme).

## So, should you buy it?



### Yes if...

The thought of using a team of superheroes makes you feel special inside.

### No if...

You think comic books are for kids, RPGs are for nerds and spandex is only used by gimps.

### You'll love it if you like...

Making your own superhero costume out of tin foil and toilet rolls.

## GRAPHICS

7

The cel-shaded graphics make it look like a comic book, but lack detail.

## SOUND

7

The characters have decent voices, but the music is a bit bland at times.

## GAMEPLAY

8

It's basically an all-action multiplayer RPG, which is no bad thing.

## LIFE SPAN

8

After finishing you've got to tackle the Danger Room, which is pretty tough.

## VERDICT

> It's been a long time coming, but finally we've got a decent *X-Men* game. This accurately recreates the *X-Men* universe and feels like you're playing through one of the comics. Flame on! What? Oh... Rob Burman



**BEST BIT:** The cool flashbacks with the classic X-Men costumes.

**WORST BIT:** When your AI buddies die a completely pointless death.

## SECOND OPINION

> If they'd booted out all the tedious RPG-lite elements and just made a manic four-player slasher like *Gauntlet*, this could have been ace. I hate the look of it, too. Dean Scott

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"MUTANTASTIC"

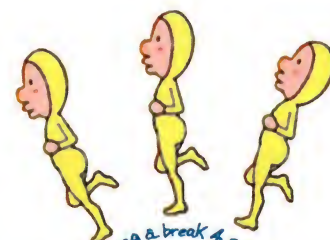
82%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK





NINTENDO  
GAMECUBE





# Madden NFL 2005

## Game info

Price: £39.99  
Publisher: EA Sports  
Web: [www.easports.com](http://www.easports.com)  
Players: 1-2  
Memory: An impossible amount

OUT  
NOW

**"Tim, can I just use the same text as last year?"**

► Everything's bigger in America, especially the saved game files. The memory card warning screen that precedes *Madden 2005* wants a staggering 525 blocks off you to save replays, tournaments, franchises and the like. Cleverly, that's 23 blocks more than it's actually possible to have available.

So we were annoyed even before the Man Francisco 69ers took the field against Tampon Bay. Then we quickly

realised we couldn't tell this apart from *Madden 2004* if there was a million pounds riding on it. We don't doubt for a second that the defence has been overhauled, but we just Ask Madden anyway. It's only any fun when you're on the offense. Because the whole sport revolves around you as the quarterback.

And even then, you have to wonder why this sport is so popular. They don't pipe in rock music in the middle of 'soccer' matches, because they're sufficiently unborng as they are. With this, you're standing around looking at play diagrams as much as you

actually play. The longest amount of time we were actually 'playing' this at a time was something like eleven seconds. But the new polygon fans were happy, so that's okay. Four guys that jig about in your colours, proving to be a complete embarrassment to every polygon person that knows them.

We could go on all day about how rubbish American football is, but that's not fair to the chaps at EA who made this. They probably wished they could make handballs a foul, but they stuck to their task and made a frighteningly authentic recreation of the

sport. It's just as tedious for someone who doesn't know a Nickel formation from a Dime as the real thing is, but you don't have to stay up 'til three in the morning to have some of this action.

Graphically it's great and once you've memorised a million buttons the possibilities once the ball has snapped are massive. The ball doesn't actually 'snap' by the way, we just dropped that in to show off. It's American football-speak. Obviously the people that knew that already knew they were going to buy this. If you didn't, then don't.



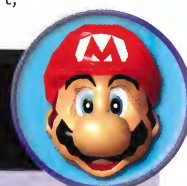
■ If you're taking the Brown Option, make sure you use lubrication so nobody gets hurt



■ Which player is an alien shape shifter that's eaten the other's brains? Check the shadows...



## So, should you buy it?



### GRAPHICS

8

Ooh, shiny helmets. And the way the animations blend is very convincing.

### SOUND

7

Some ace tunes, but the commentators might as well be speaking Spanish.

### GAMEPLAY

8

Dee-fense is boring, but being the quarterback and "going long" is a thrill.

### LIFE SPAN

10

If you're a fan, you could play nothing else for a whole year and still love it.

### VERDICT

► The definitive American football game takes a few more baby steps towards perfection. Be sure to let us know when it gets there, because we're really not qualified to judge anymore. We like a go on this in two player as much as we did last year – no more, no less. *Dean Scott*

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"TOUCHDOWN"

84%

TELL US WHAT YOU THINK @ [WWW.NINTENDOMAGAZINE.CO.UK](http://WWW.NINTENDOMAGAZINE.CO.UK)





### Game info

Price 129.99  
Publisher Zoo Digital  
Web [www.zoodigitalpublishing.com](http://www.zoodigitalpublishing.com)  
Players 1-4  
Memory Cart save (5 slots)

OUT  
NOW

# Payback

This game is called **Payback**. It isn't called **GTA**. It's **Payback**. **P-A-Y-B-A-C-K**. Everybody got that?

➤ Your typical joyrider will steal a car, normally a beaten-up Ford Fiesta with no car alarm, razz around an estate for a bit and then torch it on a nearby playing field. In **Payback**, you steal an ice-cream van, bus, taxi, limo or any other vehicle you want, blitz round a city smashing into cars and pedestrians desperately trying to deliver a stash of drugs on time. Although we don't condone pinching stuff, it's pretty clear which makes the better gaming experience. Clue – it's not the first one.

Nintendo consoles have missed out on the *Grand Theft Auto* experience and *Payback*

wants to change that before *GTA* steams into view next month. You play the role of a would-be criminal running round jacking cars and popping caps in a number of asses. A mysterious gangland boss gives you missions over payphones dotted about the cities. Tasks range from gunning down KKK members to delivering stolen taxis. Each mission is varied and, although they are based around the same theme of 'get somewhere quickly', it never gets too boring because the cities are spacious and varied.

There are a number of

vehicles to pinch, from yellow taxi cabs right through to speedy sports cars and each one feels different to drive. Buses are slower and harder to manoeuvre, whereas you can drive limos at a thrilling pace and thrash them around corners using the handbrake turn. When you're playing through missions against the clock, it's quite exciting and you get a buzz from the urgency of delivering a dodgy package or a stolen car.

However, *Payback* isn't without its problems and the 3D, top-down view can cause difficulties. When you're walking

about on foot you can often find yourself bumping into things you don't know are there. The parks are surrounded by an almost invisible fence and at first it's hard to work out where you're going.

But you've got to admire *Payback's* ambition to create a 3D city. *Grand Theft Auto* is actually due to come out on GBA in October, but has opted for less realistic graphics, which look a bit naff compared to the grimy realism on show here. Plus, they haven't let us play it yet, which could be a bad sign.



■ *Payback's* cities include buildings, grass AND trees. Sorry to anyone expecting a skidmark joke



■ Steal cars, avoid police, complete missions around town – *GTA* is great! Wha? Arrgh...

## So, should you buy it?



### GRAPHICS

7

The 3D cities look pretty cool, but it can be hard to see obstacles.

### SOUND

6

The music is a bit rubbish, so turn it off and perhaps hum a nice tune.

### GAMEPLAY

8

It may not be original, but it works well and sucks you in.

### LIFE SPAN

7

There's a four-player deathmatch and secret missions to uncover.

### VERDICT

➤ Okay, there's no getting around the fact that it plays almost exactly like the original *Grand Theft Auto*. But ignoring the issues of originality this is a decent game that plays well and looks good. It could even be a *GTA* beater, but we'll have to wait until next month to see if that's the case. *Rob Burman*

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"GRAND"

80%

TELL US WHAT YOU THINK @ [WWW.NINTENDOMAGAZINE.CO.UK](http://WWW.NINTENDOMAGAZINE.CO.UK)



**Game info**

Price: £19.99

Publisher: Zoo Digital

Web: www.zoodigitalpublishing.com

Players: 2

Warning: Cart save (3 slots)

**OUT NOW**

# Wade Hixton's Counter Punch

**Disappointingly there's no Bare Knuckle Ultimate Fighting Champion mode. Oh well...**

> "In the red corner, weighing in at a measly nine stone is mullet haired redneck Wade Hixton. In the blue corner, weighing in at several tons and spat from the bowels of hell itself, is the very spawn of Satan's loins, Gus Incubus." If you were sat at home watching this match on pay-per-view it would be pretty obvious you've put your money on the wrong guy if it's on the hick with the bad hair rather than the devil.

Boxing is cool, mainly because there's no faffing about with stupid moves or chairs like in wrestling. It's just man against man armed only with fists. Or if

you're playing *Counter Punch*, it's the man against gorilla or even man against girl. Best not try any of this out in real life though, a gorilla would just rip your head off and you'd be banged up if you hit your girlfriend.

You play as Wade Hixton, who looks like the kind of trailer park trash that would end up on *Jerry Springer* screaming at his ex-wife who had been sleeping with his favourite pig. His car breaks down and while waiting for it to be fixed, he ends up boxing crazy

characters. From a hobo with a killer raccoon in a bag to a tribal warrior with a passion for plants.

For the first few bouts it's just a case of learning to dodge blows while they wind up a shot. It's normally pretty obvious which way they're going to punch because they lean to one side. After dodging you try and punch them as quickly as possible. As you progress it gets tougher and a hell of a lot quicker.

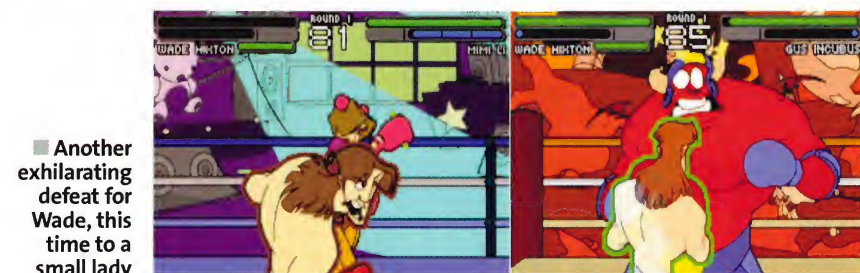
Luckily though you can be taught special punches which

hammer other characters. The problem is they're hard to pull off and can be frustrating. You have to press a direction while pressing **A** and **B** at the same time, which is hard to pull off accurately. [If you say so - Ed]

There's one big mistake in *Counter Punch* and that's the lack of a multiplayer. With only eight opponents to take on, it loses its appeal pretty quickly. But we suppose the budget price probably makes up for that a little.



■ Wade's energy sock turns from green (good) to red (embarrassing) as you get pummelled



■ Another exhilarating defeat for Wade, this time to a small lady

■ Other long-haired sportsmen accustomed to losing include David Ginola and Greg Rusedski

## So, should you buy it?



### GRAPHICS

7

The characters are larger than life, but you end up seeing the same animations a lot.

### SOUND

6

The music's boring and the body blows sound like a dodgy kung fu movie.

### GAMEPLAY

7

Well, it's fun boxing really and that's about it. Plus, it can get a bit repetitive.

### LIFE SPAN

6

Only eight characters and no multiplayer. If you're good it'll be over quickly.

### VERDICT

> At first, this is a fun slant on boxing, but after you've got through a few fights, there's little else to keep you entertained, apart from getting new specials. This desperately needs a multiplayer and the lack of one is unforgivable. It's not quite *Super Punch-Out*, but it's okay. Rob Burman

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"KNOCKED OUT"

71%

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# Racing Gears Advance

## Game info

Price: £29.99  
 Publisher: Zoo Digital  
 Web: www.zoodigitalpublishing.com  
 Players: 1  
 Memory: Cart save (1 slot)

OUT  
 NOV 12th

## Pocket-sized racer causes skidmarks in our pants by setting a realistic goal and totally nailing it.

There are some games you can tell are right straight away. Remember those first few steps in *Super Mario World*? Absolutely impeccable control. The inertia of Mario was perfectly judged and the rest would obviously fall into place. It's a similar feeling as you powerslide around that first bend in *Racing Gears Advance*.

The handling brings a grin to your face. The miniature

rear end of the car flies out while you chuck it around a mini-muddy hairpin. It's clear that the foundations are in place and rock solid. Forget all that stupid into-the-screen faux-3D rubbish. Those games that are so desperate to look like a GameCube title that they forget to have graphics that don't make you want to vomit. This is a perfectly formed top-down thrill ride.

We knew at E3 this was going to be great. Check back a few issues. We were a bit worried when it disappeared off the radar, but now it's back. The tiny cars look cute, but

even on these thin strips of tarmac you'll be wrestling to get the best racing line into the next wild bend. Come off the brake, dab the power back on, a little wiggle and you're through. The cornering is just fantastic. And then you get a rocket up the ass.

There are a stack of short cuts to be found, too. Most courses have one big semi-obvious one, but you'll also be taking the grassy line around corners to shave split seconds off your lap times.

A big part of succeeding is buying the right kit. Engine upgrades and turbos are great

for straight-line speed, but you're wise to keep a few quid back for oil slicks and rockets to nobble your opponents. You never really feel cheated by these, as the balancing is pretty good.

The progression is well judged too and the step up through the classes always causes problems even if you dominated the previous series. Your place on the grid is determined by a neat little reaction test based on the lights that start the race and the multiplayer mode is a *Micro Machines*-calibre laugh.



■ The weapons don't kick in until after the first bend, so there's no starting line warfare

■ Seven grand for a set of tyres? Are you sure, mate?



■ A Lotus Elise? Ha! As if a real car would ever be called something like that

## So, should you buy it?



### GRAPHICS

7

Small, but perfectly formed. See if you can spot short cuts as you whizz by.

### SOUND

6

The music is pretty primitive, but the sound effects do the job nicely.

### GAMEPLAY

9

Superb slidey handling, and as you boost up the car you boost up your own soul.

### LIFE SPAN

8

When you get to S-class, it's like you're racing seven Michael Schumachers.

### VERDICT

> The classic 16-bit top-down racer is reborn. It's a shame you need multiple carts to taste the multiplayer side, but the single-player game is great fun. Especially when you win races against faster cars with short cuts and skillful racing line-hogging. The perfect GBA racing game. *Dean Scott*

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"TOP GEAR"

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

86%





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## Game info

Price: £39.99  
Publisher: EA Sports  
Web: [www.easports.com](http://www.easports.com)  
Players: 1-4  
Memory: 12 blocks (minimum)

OUT  
NOW

# NHL 2005

The only Mario here is Mario Lemieux. Well, there may be others, but he's the one we know about.

Ice skating. It's not exactly the butchest sport out there is it? In fact, it's in a League of Shame all of its own with Extreme Flower Arranging and Speed Knitting. That's why we applaud the man (it MUST have been a man) who sought to introduce fighting onto the ice, using another girl sport, hockey, as an excuse.

NHL 2005 does excellent justice to that one man's brave vision. As we look down from on high, the skater guys move with excellent fluidity. For a few seconds, at least, before another skater guy tries to smash all your ribs at once with a vicious

bodycheck. It all gets really moody very quickly, which is The Dream Formula for any multiplayer game. It helps that the controls are easy to pick up and you'll be flicking the puck around the ice like a pro in minutes.

Obviously there's one-on-one fighting, too. Both players slam their shoulder buttons after a nasty impact and the game zooms in like you're playing *Knockout Kings* on ice. Lots of snide blows to the chest and then you wind up a pearler of a hook that knocks off the other guy's helmet. You win the fight

and you get sent off for a while. It's a weird sport. We couldn't make our opponents' head bleed like they do in the movie *Swingers* though. Gutted.

The idea isn't really to smack the other guys up though. That doesn't actually score you any points. Scoring goals is actually pretty hit and miss, since the fat goalies fill practically the whole goal. There's not a whole lot of goal to aim at and from the top down and zoomed out, well, you're hoping for the best basically. The real skill is keeping possession of the puck for long enough to work an opening in

the first place. With a couple of human players on one side, you can work some nice attack patterns out there.

We're not sure about the commentators, though. They sound exactly like when Mark and Lard used to do W.N.K. Cincinnati on Radio 1. You can play some kind of World Cup too and while we appreciate the effort of having a fully polygon crowd they do all look as if they've got tights over their faces as if they're going to rob a petrol station after the game. Sorry, a GAS station. God bless America.

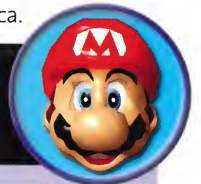


■ Born with massive blue hands, the move into ice hockey was a logical one



■ Played on ice, with sticks and tiny goals. Could they make this sport a bit harder, please?

## So, should you buy it?



### GRAPHICS

8

Brilliantly fluid, but look better zoomed out than in the post-goal celebrations

### SOUND

7

Weird commentators, but Take Me Out by Franz Ferdinand? Winner.

### GAMEPLAY

8

It's easy to ping the puck around and brutal as you like. Scoring is tricky.

### LIFE SPAN

6

For fans, massive. But we'd only use this for an occasional multiplayer bash.

### VERDICT

► It's the American sport we can all get to grips with quickly. Ruin the other guys, score goals occasionally. Sweet. We do think there's a brilliant indoor football game waiting to be made with this game engine, too. Fun as this is though, it's still £40 for an ice hockey game... Dean Scott

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"VERY N-ICE"

82%

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# Where small games

## Who Wants To Be A Millionaire? 2nd Edition

Publisher: Zoo Digital  
Release date: Out now  
Price: £19.99  
Players: 1  
Game Save: none

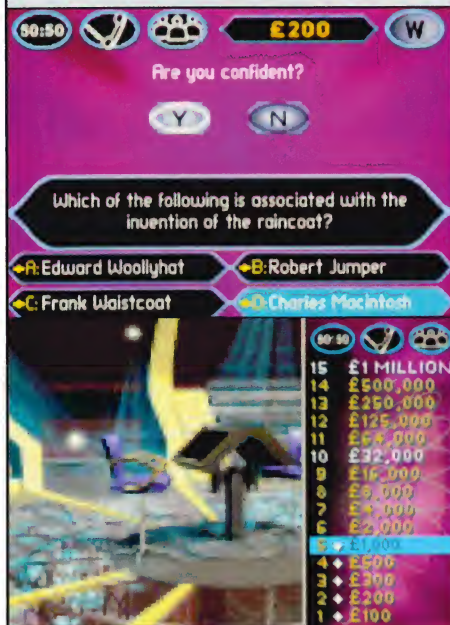


■ *Who Wants To Be A Millionaire?* is one of the most successful gameshows ever because it's full of genuine suspense. The idea that you can drop from a whopping £500,000 to £64,000 is exciting. But the GBA game is completely different.

You couldn't care less if you get a question wrong or right. There's no harm in getting a £250,000 question wrong. You won't go into a spiral of depression and Chris Tarrant won't pull a sympathetic smirk at you. You get a question wrong and you start again. There's not even a high score table to remember if you ever did get that illustrious £1 million.

After a few plays, you'll see the same questions cropping up again. One of Tarrant's catchphrases on the show is "the questions are only easy if you know the answers". Well, on the Game Boy Advance you know the answers, because you've already seen the questions. Nice one.

Also, and this is a minor point, the noise for the applause sounds a bit like the audience is on fire. No wonder the studio's empty when the game camera pans round – they've all gone to casualty.



**Nintendo**  
OFFICIAL MAGAZINE UK SAYS...  
"PENNYLESS"

48%

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## Future Tactics: The Uprising

Publisher: JoWood  
Release date: Out now  
Price: £29.99  
Players: 1-2 (alternating)  
Game Save: 4 blocks



■ Screw the future, it's so predictable and boring. It's the same old story of humanity's last stand against killer aliens, robots or giant jellies. Developers should look closer to home for inspiration. *Weasel Tactics*, now that's a game we'd buy. Squirrels armed with chainsaws, badgers brandishing machetes or shrews riding owls into a forest fracas. Forget the future, the woodland rules.

Funnily enough *Future Tactics* is about a rag-tag group of humans making a last stand against a horde of marauding monsters. It wants to be 3D *Advance Wars*, but lacks depth and strategy, and ends up as a poor man's *Worms 3D*.

It promises a little, with destructible environments, packed with bad guys, but the 19 levels are pretty much all the same. Blast samey looking purple monsters or destroy buildings – the tedium increases steadily. On some levels the monsters respawn indefinitely, which can be a pain in the ass when you've spent your turn gunning down the threat, only for them to come back again. The tactics themselves aren't great either and can be broken down into 'just hide behind something and don't get spotted, because otherwise the bad guys will go straight for you'.



**Nintendo**  
OFFICIAL MAGAZINE UK SAYS...  
"TACTLESS"

46%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

## Street Jam Basketball

Publisher: Zoo Digital  
Release date: Out now  
Price: £29.99  
Players: 1-2  
Game Save: Cart (5 slots)



■ You've got more chance of being kicked in the balls by a dinosaur in a wizard's outfit than having any fun whatsoever playing this. It tries so hard to be 'street' it comes out on the other side and ends up being 'cul-de-sac'.

Here's a typical scenario for a game... you pick a team from a number of different characters who look like they'd punch their grandmother in the face and steal her pension book. You then watch the action go from one side of the screen to the other as you attempt to score. More often than not, the computer grabs the ball and, by the time you get back to defend your basket, they've scored.

The sprites themselves range from jerky to clunky and we sometimes had difficulty telling who we were. This was handy in a game which is supposed to be all about fast-paced action. You must be thinking there are some redeeming features in *Street Jam*. Well, believe us we've searched really hard to find some, even trying to find the character who looks most like Mike J, but we didn't find any.



**Nintendo**  
OFFICIAL MAGAZINE UK SAYS...  
"NO BALLS"

28%

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# try to hide from you

## Kill.Switch

Publisher: Zoo Digital  
Release date: Out now  
Price: £29.99  
Players: 1  
Game Save: Cart (1 slot)



■ If the way to foil terrorism is to hide behind crates and fire wildly with a semi-automatic rifle, we're all going to sign up for crazy gunfire training. Then again, perhaps *Kill.Switch* is just lulling us into a false sense of security.

Most levels involve you hiding behind something while you peep out and blast in the direction of the enemy. If wooden boxes provide such great cover for covert troops, you would think the terrorists would tidy up a bit. There's also the problem of leaving highly explosive oil drums lying about as well. We bet the terrorists were kicking themselves after the third barrel blew up and they realised the error of their ways.

*Kill.Switch* wants to push the GBA to its limits, creating realistic environments, including desert towns and houses with questionable décor and big leather chairs. The problem is, sometimes the backgrounds can be so busy you can't see the enemy, which is a nuisance when you're trying to shoot them.

The stealth element, which sees you hiding behind crates or peeping around corners doesn't really work either, because you can shoot straight through boxes.



## Bad Boys II

Publisher: Empire Interactive  
Release date: Out now  
Price: £39.99  
Players: 1  
Game Save: 1 block



■ You could draw two eyes on a potato and it'd look more like Will Smith than the bloke in this does. We can't actually tell which bad boy is Smith and which one is Martin Lawrence. And if you see a worse-looking cut-scene this year we think your GameCube is probably broken. The voices? Not the real guys. In fact, they're so unlike the real guys they may as well have had Dean and Kingsley do them in a Borat voice.

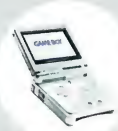
With all this going against it, *Bad Boys II* pulls out a Jesus-grade miracle by not being completely repulsive. If the aiming had been a bit more precise, it would have made a fun little run-and-gun game. There are plenty of goon clones to take down and a decent variety of areas to do your righteous killing in.

Actually, the shootout in an arcade reminds us of a new Gaming Law we have to rush through Nintendo Parliament: you can only include arcade cabinets in your games if you can ACTUALLY PLAY ON THEM like in *Second Sight*. It wouldn't have taken much. Hell, there's a bit where you can shoot a guitar and it makes a 'KER-RANG!' sound. They wasted their time. Rockstars are losers. Game geeks are the true icons, so retro us the hell up next time.



## R-Type III

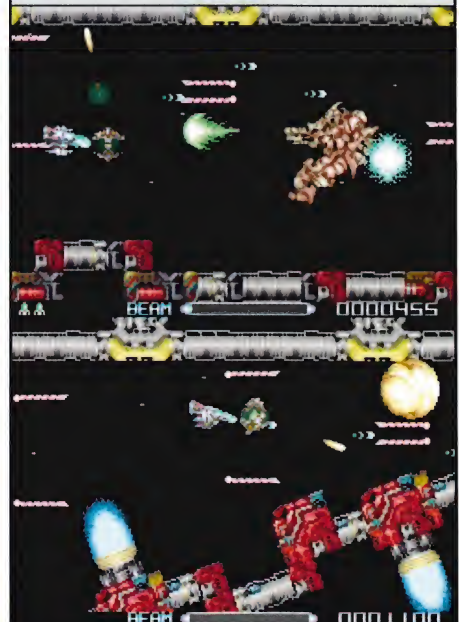
Publisher: Zoo Interactive  
Release date: Out now  
Price: £29.99  
Players: 1  
Game Save: Password



■ "Hello? Is that 999? Oh God, I'm sorry. I mean, I know it's 999. I dialled it. I need the Gaming Emergency Services, there's been a terrible accident. Well, there was this really ace 16-bit shoot-'em-up called *R-Type III*. Left to right, fire big lasers, dodge stuff. It was hard as hell, but it was fair. If you died a nasty death, it was because you crashed into something. Are you getting all this down?

"God, this is so terrible. They've made a GBA version where the bullets kill you before they've even hit you. It's basically impossible, because you're never sure how big the hit area is around the ship. It's like a racing game where everyone you're racing against is invisible. It just completely takes away the point. I'll have a bullet storm well under control, but just randomly die anyway. That can't happen!

"Mind you, the music makes you want to kill yourself anyway. It's worse than an 'I Don't Want You Back' ringtone. And the bosses are boring. They're supposed to scare you witless. Did they keep in that wicked red and blue hooped laser? Yes that's in. But that's about the only good thing. So can you send someone right away, yeah? My name? Dean Scott. Come quickly before another game gets hurt."



Nintendo

OFFICIAL MAGAZINE UK SAYS...

"GUN.FRIGHT"

45%

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Nintendo

OFFICIAL MAGAZINE UK SAYS...

"NOT ALL BAD"

64%

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Nintendo

OFFICIAL MAGAZINE UK SAYS...

"ARSE TYPE"

44%

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**This month:** *Pikmin 2* and where to find a whopping 26 treasures on the planet's surface. Wooo-hoooo!

## COURAGE REACTOR



Pikmin required: 20  
Worth: 280 Pokos

## UTTER SCRAP



Pikmin required: 35  
Worth: 170 Pokos

## FOSSILISED URSIDAE



Pikmin required: 25  
Worth: 160 Pokos

## TEMPORAL MECHANISM



Pikmin required: 30  
Worth: 110 Pokos

## VALLEY OF REPOSE

## WARNING! WARNING!



Duke it out with a Fiery Bulbox for the Temporal Mechanism. Just make sure you only use Red Pikmin.

## WARNING! WARNING!



Watch for the Burrowing Snagret! To defeat it and grab the Pink Menace, chuck Pikmin at its head – don't go for its base.

## ROCKET AND ONIONS



## PINK MENACE



Pikmin required: 5  
Worth: 100 Pokos

## SPINEY ALIEN TREAT



Pikmin required: 4  
Worth: 50 Pokos


## UNSPEAKABLE WONDER



Pikmin required: 30  
Worth: 120 Pokos




**AIR BRAKE**




Pikmin required: **15**  
Worth: **100 Pokos**

**SUNSEED BERRY**



Pikmin required: **5**  
Worth: **170 Pokos**

**GEOGRAPHIC PROJECTION**

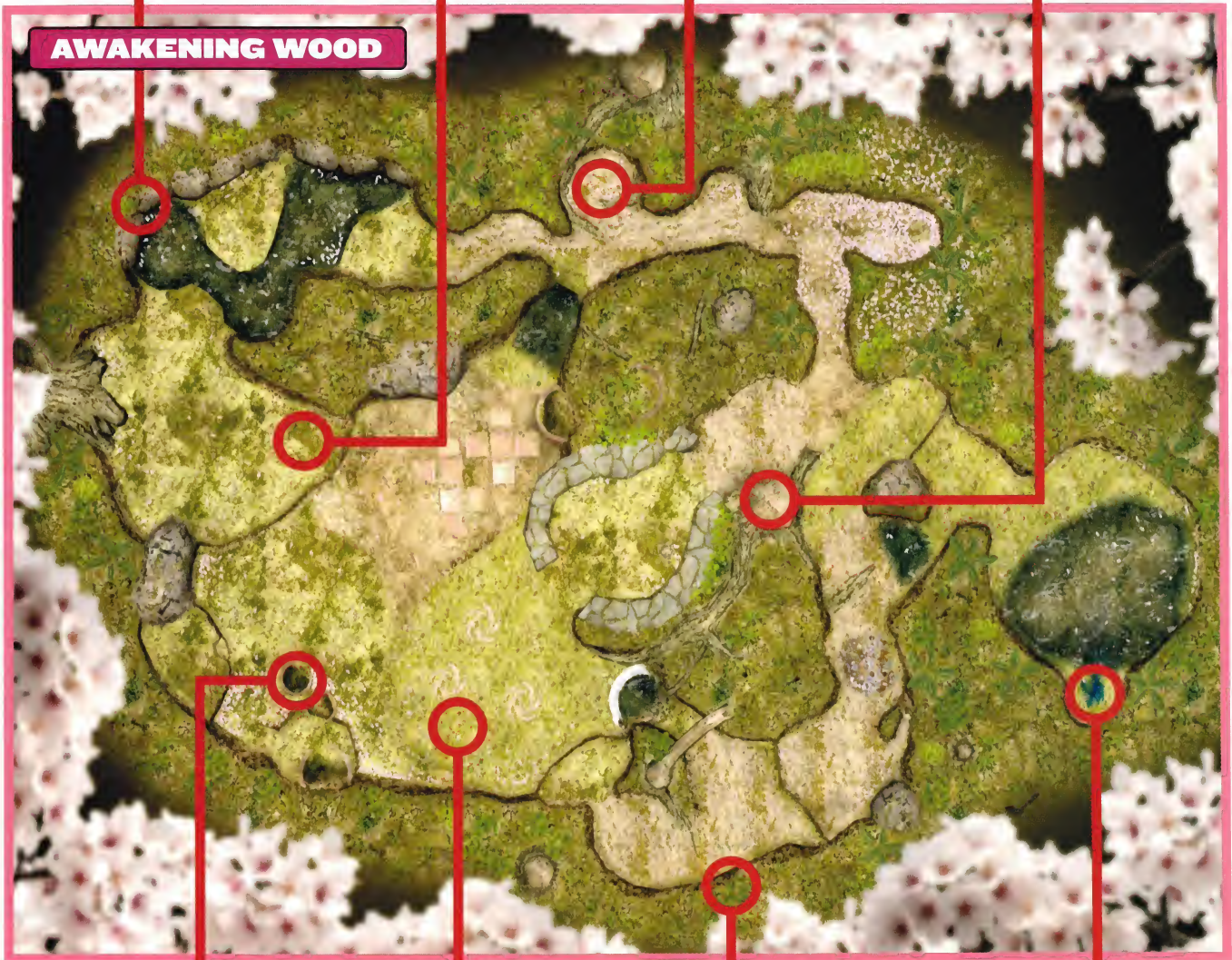


Pikmin required: **101**  
Worth: **200 Pokos**

**HYPNOTIC PLATTER**



Pikmin required: **4**  
Worth: **100 Pokos**



**PILGRIM BULB**



Pikmin required: **10**  
Worth: **55 Pokos**

**ROCKET AND ONIONS**



**CHANCE TOTEM**



Pikmin required: **15**  
Worth: **100 Pokos**

**DECORATIVE GOO**



Pikmin required: **10**  
Worth: **80 Pokos**



## ONION REPLICA



Pikmin required: **20**  
Worth: **30 Pokos**

## ROCKET AND ONIONS



## ABSTRACT MASTERPIECE



Pikmin required: **4**  
Worth: **100 Pokos**

## MESSAGE GIRDLE



Pikmin required: **20**  
Worth: **100 Pokos**

## PERPLEXING POOL



## FORTIFIED DELICACY



Pikmin required: **20**  
Worth: **60 Pokos**

## WARNING! WARNING!



To stomp all over the Toady Bloyster and collect the Aquatic Mine, use Blue Pikmin and attack from its rear.

## AQUATIC MINE



Pikmin required: **3**  
Worth: **80 Pokos**

## GHERKIN GATE



Pikmin required: **15**  
Worth: **100 Pokos**

## IMPEDIMENT SCOURGE



Pikmin required: **10**  
Worth: **50 Pokos**



CONIFER SPIRE



Pikmin required: **7**  
Worth: **15 Pokos**

DOOMSDAY APPARATUS



Pikmin required: **1,000**  
Worth: **3,000 Pokos**

ROCKET AND ONIONS



WISTFUL WILD

WARNING! WARNING!



Three Creeping Chrysanthemums guard the Armoured Nut. Hurl Pikmin on top, but watch for their inflating attack.

ARMOURED NUT



Pikmin required: **4**  
Worth: **60 Pokos**

ANTI-HICCUP FUNGUS



Pikmin required: **5**  
Worth: **30 Pokos**

WARNING! WARNING!



Take on this Orange Bulborb for the Seed of Greed. Lob Pikmin onto its back, but watch out for its mate nearby.

SEED OF GREED



Pikmin required: **10**  
Worth: **70 Pokos**





# Tips Lab

## Sonic Advance 3

Chup chup! I am currently working on my latest gadget called the Hyper Sneaker Turbo Deluxe which will help me run as fast as Sonic. Wooo chup!

### UNLOCKABLE...

### HOW...

Secret Stage Mode	Complete all stages. On Main Menu, hit <b>START</b> , <b>SELECT</b> , <b>DOWN</b> and <b>LEFT</b>
Sound Test	Beat the final Zone
Amy	Beat Zone Four: Act Three with Sonic as leader
Cream	Beat Zone Six: Act Three with Sonic as leader
Knuckles	Beat Gemerl on Zone Two: Act Three with Sonic as leader



❑ Sonic doesn't like cheats. Who cares? Not us

**Gadd's Quick Tip**  
To get Bowser on Mario Golf Advance Tour, just transfer 81 Birdie Badges from Toadstool Tour on GC.

## Harvest Moon: A Wonderful Life



❑ Kicking that duck will get you nothing in *Harvest Moon*

Wooo! If only farmers would use my Scythe Master 2000 it would make their lives a whole lot easier, chup chup. If you'd like some unusual animals in *Harvest Moon: A Wonderful Life*, follow these simple instructions.

### ANIMAL...

### HOW TO GET IT...

Cat	Befriend Romana. In the Autumn of Chapter Two, wake up at a later time than your wife. Romana will knock at the door and give you a cat.
Ducks	First, you need to buy a pond from Takakura – it will cost 2,500G. Then, during the Summer of Chapter Two, wake up later than your wife to discover ducks in your pond.
Goat	Buy it from Van for 4,000G whenever he has a shop open during Spring.

**Gadd's Quick Tip**  
In *Crash Bandicoot Fusion* press **L** and **R** at the menu. Then enter CVTZ to see all cut-screens.

## Donkey Kong Country 2

Wooooo heki! I hate bananas and would prefer a dehydrated space snack any day of the week. But these cheat codes will be good for all you cheeky monkeys having trouble on the GBA remake of this Super NES classic. Yabooo.

### EFFECT...

### CODE...

No DK or half-way barrels	rockard
All levels	freedom
Music player	onetime
Start with 10 banana coins	richman
Start with 15 lives	helpme
Start with 50 banana coins	wellrich
Start with 55 lives	weakling



❑ Using cheat codes is a bit like trampling over the developers' faces with a rhino. Hey, we're just saying...







I don't think the Poltergust would stand a chance against zombies. But I've resurrected these unlockables just for you, woooo yabbo!

# Resident Evil

## Resident Evil 0



❑ Back to back, each smelt the other's fear

The pant-staining prequel is so scary I had to invent a nuclear-powered washing machine to clean my lab knickers.

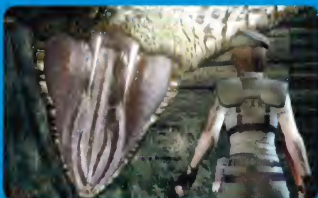
### UNLOCKABLE...

### HOW...

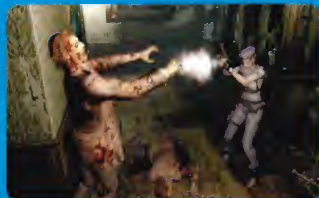
Suit for Bill	Finish on any difficulty
Leather/cowgirl outfit for Rebecca	Finish on any difficulty
Leech Hunter game	Finish on any difficulty
Start with submachine gun	Finish in less than five hours

## Resident Evil

I got so frightened by this I sent it into space. Then I remembered I'd rented it. Mistake!



❑ In real life snakes are bigger



❑ Always go for the fingers first

### UNLOCKABLE...

### HOW...

Jill's Sarah Connor costume	Finish with Jill
Jill's Resident Evil 3 costume	Finish twice with Jill
Chris' The Mexican costume	Finish with Chris
Chris' CODE Veronica costume	Finish twice with Chris

## Resident Evil 2



See that Licker? I made a replica mask, looked in the mirror and had to resuscitate myself.

❑ You're a handsome boy. Yes you are!

### UNLOCKABLE...

### HOW...

Play as Ada Wong	Beat Extreme Battle mode Level 1
Play as Chris Redfield	Beat Extreme Battle mode Level 2
Play as Hunk	Finish with an A ranking
Play as Tofu	Finish using Hunk

## Resident Evil 3

I played this with a box on my head. It was dark. I was scared.

### UNLOCKABLE...

### HOW...

Infinite bullet box	Play from a next game save and defeat Nemesis seven times
Jill's diary	Find/read all files in numerical order
Mercenary mode	Finish on any difficulty
Assault rifle with infinite ammo	Earn \$2,000 in Mercenary mode





# PROF OAK'S POKÉ-CORNER

Your Poké-problems solved by the Professor!

Hello, Pokémon Trainers! It's sometimes tough to battle your Pokémon or find those TMs you desperately need. But don't worry each month I'll answer all your Pokémon questions.

Q. Prof Oak, how do I find all the elevator discs on Pokémon Colosseum? I've looked everywhere for them.

Colin Tasker, Huddersfield.

Ah yes, those pesky discs, well here's my advice. To get the R Disc, give the Machine part to Nett and go to the elevator. Go down when you get to the area where they captured Sylvia. Go right again and press A. For the U Disc, when you get off the Subway, where you'd usually go up, go left through the maze of boxes.

To get the D Disc, after beating the game go to the Team Snagem Hideout and find Gonzap. Near him is the D Disc.

Finally the L Disc is found after you collect the golden teeth in the Deep. Go back to the Under and give the teeth to the old man near the Under Colosseum.

Q. Prof Oak, how do I make my Nincada evolve into Shedinja? It always just turns into a Ninjask.

Craig Murray, via email.

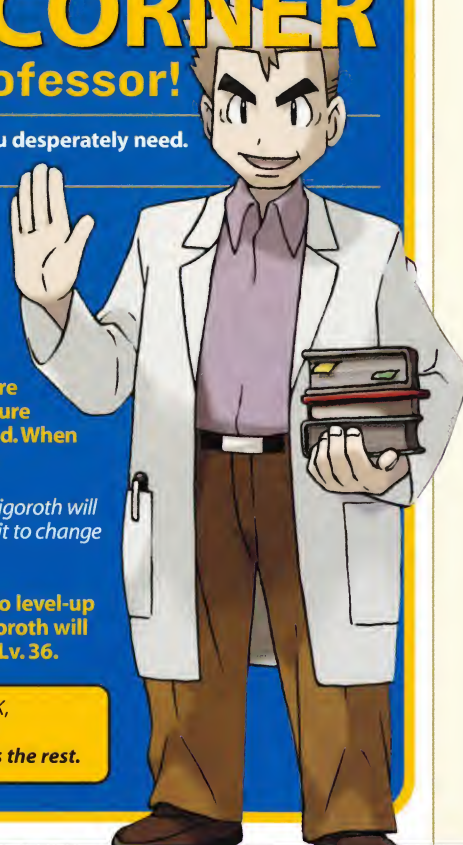
A Nincada once caused havoc in my lab, smashing test tubes and biting a piece out of my lab coat. But, enough of that... To get Shedinja, before your Nincada evolves at Lv. 20, make sure you have an empty space in your squad. When Nincada evolves, Shedinja will appear.

Q. Prof Oak, please tell me what level my Vigoroth will evolve at? It seems to be taking forever for it to change into something else!

James Bainbridge, Liverpool.

It can be tough to get your Pokémon to level-up

James, but don't worry - your Vigoroth will evolve into the mighty Slaking at Lv. 36.



If you want to ask me a Pokémon-related question please write to Prof Oak's Poké-corner, NOM UK, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW. Or email rob.burman@emap.com. Unfortunately I can only reply to those questions printed in the magazine, because my Mudkip eats the rest.

## TOP 5 TIPS

We dispense tablets of tippage to ease your pain

### 1 PIKMIN 2

Press X or Y on the title screen to make either a beetle or a Chappie appear. You can then control them with the C-Stick.

### 2 ANIMAL CROSSING

To unlock the Golden Axe visit Tom Nook, ask to speak about other things and enter: 4B2&p%eGcg107NHZCS3hjkKJtIgh

### 3 MEGAMAN ZERO 3 (GBA)

To unlock the Ultimate skill setting, beat the game, collect all the secret discs, then restart by holding R and select New Game.

### 4 RIBBIT KING

To unlock all the Ribbit King movies, simply get ten Frog In Ones in a row. Yeah, simple...

### 5 THUNDERBIRDS (GBA)

Enter these codes to skip to levels in the game, BCD (level 2), THM (level 3), H3D (level 4) and 2DF (level 5).

To choose the games you want to see tipped here, email rob.burman@emap.com with your choices. Make sure you put the subject heading Top 5 Tips. Or write to Top 5 Tips, NOM UK, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW.

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Ace Golf	Mega Man Battle Network 3	Sonic Advance 3
Advance Wars 2	Metroid Prime	Sonic Adventure 2 Battle
Aggressive Inline	Minority Report	Sonic Battle
Aidyn Chronicles	Need for Speed Underground	Sonic Mega Collection
Banjo Kazooie	Nightfire	Soul Calibur 2
Blood Omen 2	No Mercy, WWF	Spider-Man: The Movie 2
Buffy 2: Chaos Bleeds	Pikmin	Splinter Cell
Burnout	Pikmin 2*	Spyro: E.T.D.
Crash Bandicoot Fusion	Pokemon Blue	Star Fox 2*
Crash Bandicoot 2 n-Tranced	Pokemon Colosseum	Star Wars: Jedi Knight 2
Die Hard: Vendetta	Pokemon Crystal	Star Wars: Rebel Strike
Donkey Kong Country 2	Pokemon Fire Red	Starfox Adventures
Dragonball Z: Leg. of Goku	Pokemon Gold	Super Mario Adv. 3
Eternal Darkness	Pokemon Leaf Green	Super Mario Adv. 4
FIFA 2004	Pokemon Red	Super Mario Sunshine
Final Fantasy C. Chronicles	Pokemon Ruby	Super Monkey Ball
Gadius	Pokemon Sapphire	Super Monkey Ball 2
Godzilla: Destroy all Monst.	Pokemon Silver	Super Sm. Br. Melee
Goldeneye	Pokemon Stadium	Teenage Mutant Turtles
H.Potter & Pris. of Azkaban	Pokemon Yellow	Tiger Woods 2004
James Bond 007: Nightfire	Prince of Persia: S. of Time	Tony Hawk's 3
Leg. of Zelda: Ocarina of T.	Pro Concept Racing	True Crime
Leg. of Zelda: Wind Waker	Rebel Strike, R. Squadron 3	Wolverine's Rev.
Lord of the Rings: T. Towers	Red Pokemon	WWE Day of Reckoning*
Luigi's Mansion	Res. Evil: Code Veronica X	Yu-Gi-Oh! D.Dice Mons.
Mario Golf: Toadstool Tour	Resident Evil	Yu-Gi-Oh! Sacred Cards
Mario Kart Super Circuit	Resident Evil 3: Nemesis	Yu-Gi-Oh! W.C. Tour '04
Mario Kart: Double Dash	Resident Evil Zero	Yu-Gi-Oh! World W.Ed.
Mario Party 4	Rogue Leader	Yu-Gi-Oh! R. of Destr.
Mario Pinball Land	Ruby Pokemon	Zelda: Majora's Mask
Mario vs Donkey Kong	Second Sight	Zelda: Ocarina of T.
Medabots AX	Simpsons: Hit & Run	Zelda: Wind Waker
Medal of Honor Frontline	Sims: Bustin' Out	

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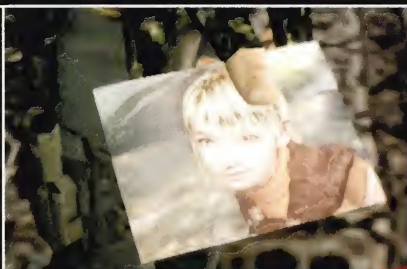
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# We Can't Wait



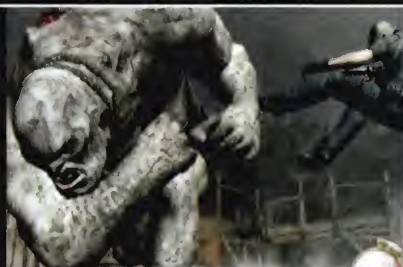
**NEW PICS!**





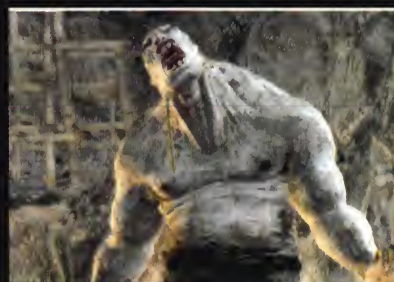
# For These...

**MORE  
NEXT  
MONTH!**



## **Resident Evil 4 (GC)**

If you hanker after GameCube's darker side then keep hold of that cash your aunt gives you at Christmas. *Resi 4's* on the way and bulging with the scariest creations yet. For starters, just look at that huge sea monster, ready to chew that boat in half and eat your face. Not bothered? Try that troll with arms the size of a small city, on a mission to break every bone Leon owns by hurling boulders at his tender frame. That bearded lunatic gives Tim nightmares too – we reckon he's commanding all those villagers to sniff out human flesh. Light relief comes in the form of the President's daughter, unnervingly happy throughout, probably because she knows it's you who has to get her to safety. Thanks love...

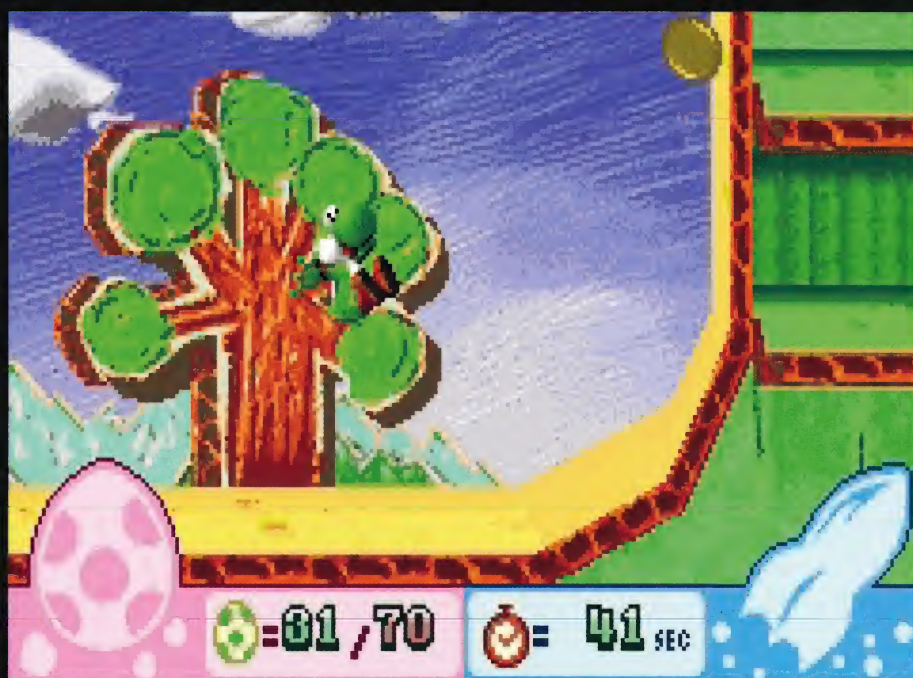






## Yoshi's Universal Gravitation (GBA)

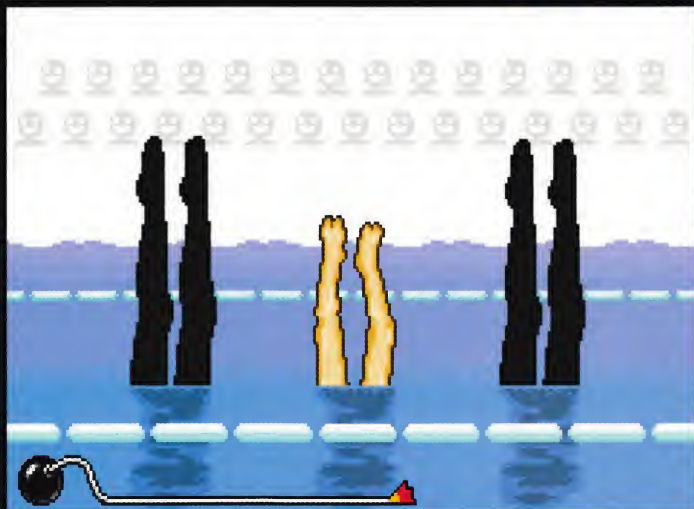
The N64's *Yoshi's Story* was a bit of a disappointment, but when we saw it as a GBA tech demo we were bowled over. Just how could anything that awesome be shrunk so small? Now Yoshi's back and it's an actual game. You use a tilt sensor to speed up, slow down and jump in a control system reminiscent of *Tilt 'n' Tumble*. Throw in the *Yoshi's Island*-style crayon worlds, plus the chance to turn him into a pre-rendered viking ship or watch him balance on balls and this could be a win-win situation for the wee guy.





## Wario Ware Rotation (GBA)

You: "Argh, CATCH IT!" Your brain: "What? You want our fingers to press a button to catch it? TOO LATE!" Your mates: "Argh you're rubbish!" There are games that make you a man and there are games that crown you a king. If you've played GC *Wario* you'll know all about that. Out in Japan by the time you read this, GBA *Wario Ware* part two looks sweet. Check out the washing up and synchronised swimming! The aim of the game? Tilt and rotate your GBA to control the action. Sheer, undeniable genius.



## Mario Party 6 (GC)

As we exclusively revealed last month, the SIXTH game in the *Party* series will see you using a GameCube mic to control the on-screen action. With thoughts of that buzzing in our heads, we went in search of some sizzling new screens and, as if by magic, here they are! There's Mario snowboarding, the chance to battle the Octopus from *Sunshine*, Banzai Bill dodging and Waluigi's missiles to knock out. Past mic games like *Hey You! Pikachu!* never made it to these shores because of the wealth of European languages and accents. Pray that this makes it here one day.







## | Grand Theft Auto (GBA)

We saw the email, we couldn't believe our eyes. Finally, after over two years of rumours, *GTA* is bound for GBA. To be honest we weren't going a bundle over the shots, the bright, bold colours look like something from the days of the GBC. Cabs, ambulances and SWAT cars are here, then there's the chance to become a vigilante as you hunt the killers of your mate Vinnie. The makers promise all the open-ended gameplay you'd expect from a *GTA* game. Quite how this will be possible on handheld remains to be seen, but expect a review next issue.



## | DK Jungle Beat (GC)

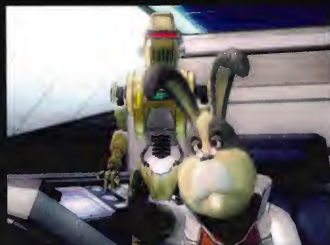
DK's jungle is one scary place – mutated plant/bird things and three-headed insects?! Rambi and Expresso must have pegged it a mile. You'll be pegging it too, up sheer cliffs, swinging between plants and riding mountain goats, all with the aid of the *Donkey Kong* bongos. DK is gonna have to contend with some airborne menaces as well as giant ants. He can fight back though, pummeling into a furry blue creature with his huge fists. Just get ready to bang those bongos!





## | Star Fox (GC)

Warning! Warning! New *Star Fox* screens for GC spotted on *NOM*'s tail. Do a Barrel Roll and burn those thrusters! The crew of the Great Fox are once again taking on the meanest characters the galaxy has to offer and all we can say is 2005 can't come soon enough. Peppy's on the bridge and Krystal joins Fox, Slippy and Falco for some interstellar dogfighting action. Put back until next year for some added spit and polish, this E3 gem looks like a Game Of 2005 contender. For now though, set mouth to 'Drool'.



## | DK King of Swing (GBA)

DK's a fool. He's scarpered back to the jungle and left a mini Mario behind in the toy factory. One of them would be worth a mint on eBay. Still, he's a great character and *King of Swing* might just redeem him. Quite how DK can swing and spin with such grace is not for us to worry about. It looks totally sedate, but your brain will be buzzing. Do you go for the bananas that are just out of reach? How do you avoid the vulture who loves to get in the way of your swinging? It's stuff like this that'll make *King of Swing*. Then there's the four-player racing where you could be the King of the Swingers.



# ...501...502...



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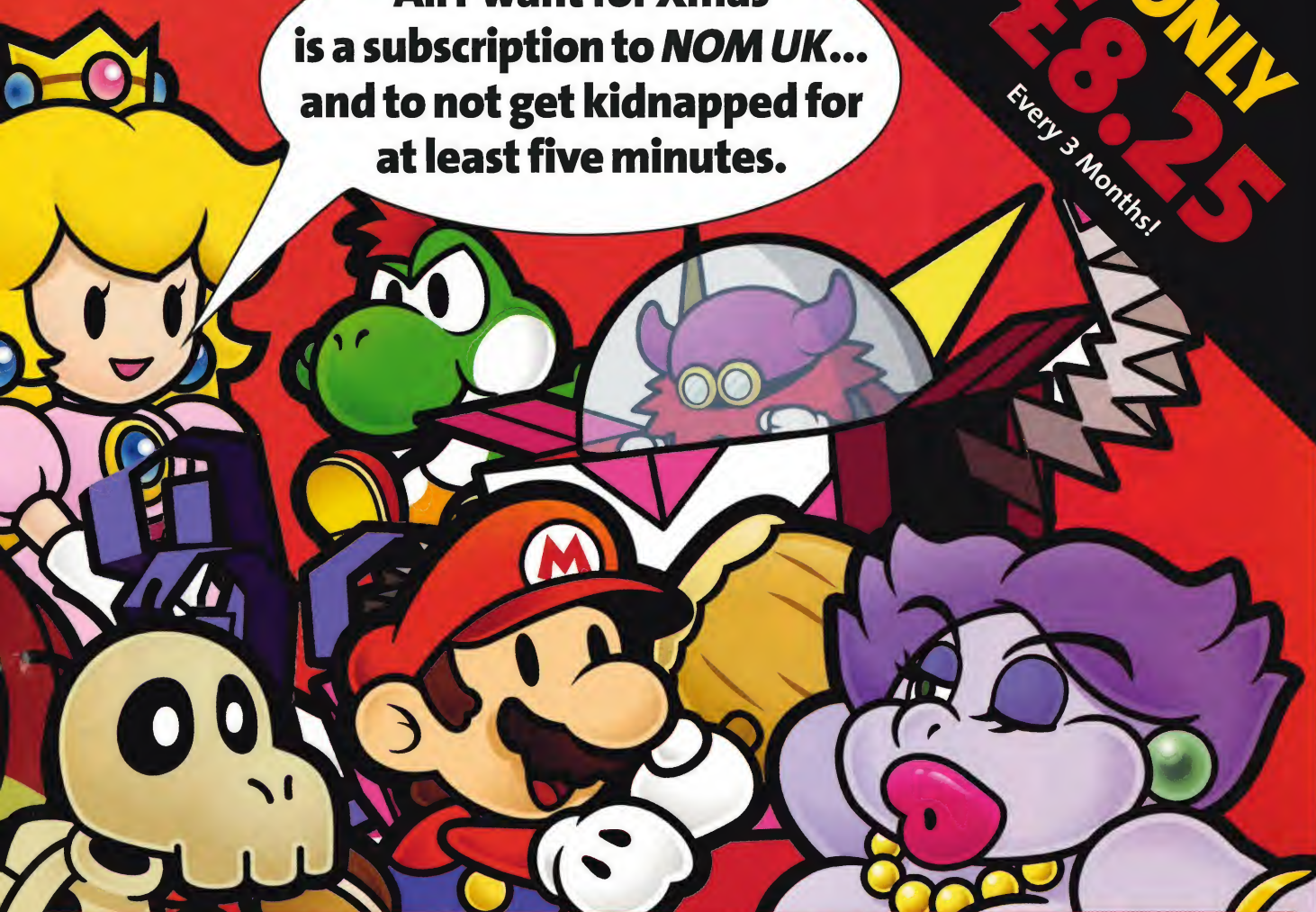
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THE END  
OF THIS  
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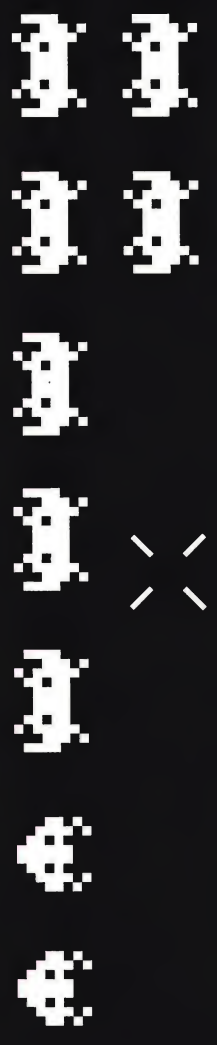
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Next month  
the Hall of Fame  
leagues start all  
over again, so  
try our new  
challenges!

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### ALL TIME GREATS

input your initials\_\_\_\_



Player.....	Credit(s).....	Player.....	Credit(s).....
 1. Dave Every.....	90	 6. Tom McShane.....	22
 2. Stephen Dale.....	66	 7. Mark England.....	15
 3. Mark Dormer.....	50	 8. Adam Moss.....	14
 4. John Zeepvat.....	41	 9. Ryan O'Connor.....	12
 5. Christian Austin.....	34	 10. Matt Dixon.....	11





LEVEL	RANK	NAME	SCORE
PIKMIN, MOST	1st.	Matthew Schofield	264
GROWN, CHALLENGE	2nd.	Jamie World	263
MODE, IMPACT SITE	3rd.	Frank Walsh	242
SONIC PINBALL,	1st.	Joe Raftery	1,377,489,400
HIGHEST SCORE,	2nd.	Stephen Dale	586,931,450
NIGHTS TABLE	3rd.	Luke Coltman	415,613,850
LUIGI'S MANSION,	1st.	Dave Every	178,425,000
HIGHEST CASH,	2nd.	Stephen Dale	167,000,000
ENTIRE GAME	3rd.	Adam Musgrave	155,105,000
WARIO WARE (GC),	1st.	Dave Every	213
GAMES CLEARED,	2nd.	Scott Harriman	77
EASY, SINGLE PL.	3rd.	Mark Dorner	62
PAC-MAN (GBA),	1st.	Stephen Dale	116,120
HIGHEST SCORE,	2nd.	Dave Every	33,370
ENTIRE GAME	3rd.	Rob Burman	27,120

**NO 1.**  
**PIKMIN**  
Grow the most Pikmin on Challenge Mode, Forest of Hope. To qualify: 200

**NO 2.**  
**MARIO KART: DOUBLE DASH!!**  
Best total time, All Cup Tour, Mirror Mode To qualify: 50'00''00

**NO 3.**  
**SUPER SMASH BROS. MELEE**  
Longest distance, Home Run Challenge. To qualify: 900ft

**NO 4.**  
**POKEMON PINBALL**  
Highest score, Sapphire table. To qualify: 40,000,000

★★★ **RETRO CHALLENGE ★★★**  
**DIDDY KONG RACING**  
Best lap time, Ancient Lake. To qualify: 1'00''00

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Every four months, NOM UK will crown the top player and award them a mystery prize. Players finishing the league in second and third place will also get a prize. You won't win anything for winning a monthly competition, but your Credits will count towards your ALL TIME GREATS total. This month's scores are the final standings of this league.

How Credits are scored...

First Place	10
Second Place	5
Third Place	2
Qualify	1

NOM UK requires proof of your exploits – a photo, print-out or video will do, but make sure we can clearly see the score. No cheating is allowed and any suspicious

entries will be fireballed by Mario. The closing date for this issue's challenges is October 27th! Send entries to Hall of Fame, Nintendo Official Magazine UK, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW. Alternatively, email them to rob.burman@emap.com with 'Hall of Fame' as your subject. Send a picture or you won't get your mug in the mag.



# Quill's Mail

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Cambs, PE2 5UW



### SMS

Send 'TXT', add a space then  
your text. Send it to 84070

## WIN! WIN! WIN!

The best letters, drawings  
and all cool things sent in  
will not go unrewarded.  
Thanks to Nintendo we've  
got four copies of *Mario vs  
DK* to give away and the Star  
Letter gets a sweet new GBA  
SP to play it on, too!



Now I can barely recognise all  
of the characters. And  
*Pokémon* – I can't keep up  
with the ever-changing worlds  
and new creatures. I love  
*Pokémon* and *Sonic* games,  
but they should stop changing  
so quickly. It's not on!  
*Aaron Odedra, Brighton*  
Strange that. Most complaints  
are that these games aren't  
changed enough. You think  
the opposite. Look at it this  
way, game developers need to  
add new characters and  
concepts to maintain the  
game's fresh appeal. If it  
stayed EXACTLY the same, no  
one would buy them. No  
more *Sonic*, no more  
*Pokémon*. That'd be a travesty.

only had a black and white  
screen (ONE!), crap touch-  
screen features and came  
bundled with *Wheel of  
Fortune*. Translation: it was a  
pile of worthless dog turd.  
Now apologise to Miyamoto  
for comparing his masterpiece  
to that trash.

## >> She had it coming

I completely disagree with  
Debbie Malone's disgusting  
comments in issue #144. I  
think the DS will be absolutely  
amazing. Its sheer innovation  
and brilliant line-up of games  
will destroy Sony's hopes of  
dominance in the handheld  
market. Long live the DS!  
*Katherine Gould, via email*  
Debbie's comments were  
controversial, but she isn't the  
only one concerned about  
being confused by two  
screens. But it really works,  
take it from us, and opens up  
far more possibilities than  
simply making a machine  
with a faster CPU and higher  
polygon count. We NEED the  
DS in our lives.



## >> DS does nothing new

I know the DS is gonna kick  
ass, but it's actually NOT as  
innovative as Nintendo make  
out. Why? Because there was  
a previous handheld console  
with touch screen AND  
internet capabilities. The  
console was called the  
Game.Com. I found it on the  
internet. Still, I can't wait for  
the DS. It'll be awesome.  
*Isaac Faiz, via email*  
You CAN'T be serious.  
Released by Tiger in 1997, it

## >> Pokéstastrophe

What was Delyth Thomas  
talking about in issue #144  
when he said it would be  
great if *Pokémon* really  
existed? Think about it – it  
wouldn't be safe to leave your  
house because of wild  
Charizard stomping around in  
the streets. Plus the RSPCA  
would probably ban *Poké  
Balls*. Wild *Pokémon* would  
wreak havoc upon the world.  
*James Drayton, Salisbury*

## >> Scary Tim

I now understand why Dean  
and Mike fear Tim. Me and my  
mates saw him at GameStars  
Live and he was really scary.  
Remember the people sitting  
behind you at lunch? That was  
us. But aside from being scared  
by Tim's skyscraping height we  
really enjoyed the show. Well  
done Nintendo.

*Jamie Aitkins, Stevenage.*

To Tim, Wavebirds are a gift  
from the heavens: he no  
longer has to worry about  
stretching cables to reach  
his altitude. Although  
it's not Tim's height  
that we fear,  
it's his power  
to fire us. By  
the way, that  
picture of  
Giraffe Street  
was NOT  
Mike's idea  
[snigger].



## >> Paper Pikmin

Hi NOM! I loved the build-it-  
yourself Pikachu model you  
gave away in issue #144. What  
a great idea, and a neat little  
figure, too. I was thinking that  
if you did the same again (but  
with Pikmin) we could scan it  
to make even more and have a  
whole garden full of them.  
How cool would that be?

*Jordan Woods, via email*

That's a pretty neat idea,  
Jordan. With enough paper  
you could make a million  
and turn your house into a  
Pikmin temple, where you are  
Emperor Pik. Too bad paper  
Pikmin can't head-butt. You'd  
be the ultimate gangster in  
your area.

## >> Changing times

What happened to the good  
old days when things were  
simple – *Sonic* and *Tails*  
versus *Robotnik*. The end.

## Game or Lame?

We've had some great entries this month, with lots of great *Zelda*  
ideas. This was the best of the bunch...

## Legend of Zelda: Hyrule Champions

by Sami Hoang, London

### • WHAT'S IT ABOUT?

Sami says: I've always longed for a *Zelda*-based beat-'em-up so that's what I've made. *Hyrule Champions* puts the greatest stars from the franchise against each other in the most amazing fighter on GameCube.

### • WHO'S IN IT?

Hyrule's toughest fighters, like Sheik, Impa, Ganondorf, Skull Kid (with his powers), Link and many more, battling in familiar stages taken from scenes from past *Zelda* games.

### • OUR FAVOURITE IDEA?

The game features scenery from the old 2D games in *Paper Mario*-style pop-up graphics. We could imagine this being the best looking game ever!

### • NOM RECKONS

If this were a real game, we would buy it in a heartbeat. Think of Link going up against Ganon in a ferocious re-match, or even pitting him against the Princess in the castle gardens. It would be awesome. How about it Nintendo?





## NOM UK named my pet

**STAR LETTER**

I recently got a new female cat, but no matter how hard I tried I just couldn't think of a cool name for her, so I went to my bedroom for inspiration. Then I saw issue #121 of *NOM* and it had Fox on the cover so I thought about calling her Krystal (from *Star Fox Adventures*). Then I thought about calling her Samus, but my brother was more into the name Krystal, so that name's stuck!

Daniel Jones

Naming your pet after a Nintendo character is a great idea. Samus would have been a better name though as there can't be many other cats with that name. Mike wants to get a cat and call it He-Man. Has anyone else out there named their pet after a Nintendo character? Send us the pics and you might get both your mugs in the mag.



You have a point. But then we'd just blast the big nasty mothers to death with rockets, like in *Godzilla*, and leave the nice ones. And you never know, Pikachu meat might taste even nicer than chicken. Imagine that! KFP? Pika McNuggets? Sweet and sour Pikachu? Mmm... nice.

### RUNNER-UP

#### >> Controversial supremacy

I read a non-games magazine a few weeks ago who'd played the PSP and said: "After playing Sony's new mp3 player/console/DVD player, we can't think of a better gadget". But for the DS they said: "Nintendo's new console has two screens, one of them touch sensitive. Why?" That REALLY annoyed me. Rob Ferguson, Overton  
Some appreciate change. The not-so-open-minded just write off new ideas and innovation as pointless and stupid. Don't worry, we'll get the last laugh when the DS gets great new games with all-new dual-screen, touch sensitive concepts and the PSP is infested with half-arsed PS2 ports.

#### >> Curse of the three-legged Pikachu

On a scale of one to ten how unlucky am I? First I lost my precious copy of *Pokémon Sapphire* on which I had loads of rare Pokémon AND AN EON TICKET! Then, to top it off, after spending all afternoon making that Pikachu model



you gave away, I LOST A LEG (a Pikachu leg, not my own). Gutted is not the word. Joseph Kirk, Chesterfield  
That's about a 6/10. It's not as bad as killing your GameCube with a drop down the stairs, or your dad accidentally snapping your *Metroid Prime* disc in two. You can't punch him in the face for it 'cos he's bigger. Both are misfortunes suffered by poor readers in the past. It's a harsh world.

#### >> Quaking in my boots

My dad thinks that the zombies in *Zelda: Ocarina of Time* are the scariest monsters in any game 'cos they grab you and bite you 'til you die. I think the Crimson Heads in *Resident Evil* are the scariest. They put me off playing *RE* for months. What does the *NOM UK* team think of them? John Downs  
We felt the brown butt-mush building up when we first encountered a Crimson Head. They're bad-asses to kill as well. But there's one character that worries us more and that's Tingle. He pretends to be nice but we think he might be part of some evil cult. You've gotta agree, that shriek he let's fly is enough to scare a ReDead. We'd keep well away from him.

## Ask the Deku Tree!

Q: Deku Tree, I'm sure I'm not the only one who gets annoyed when you sprawl your mug over half of a question (in issue #144) that I've wanted to know for weeks. MOVE, MAN!  
Lewis Tanner, Brentwood  
A: Hello? I'M A TREE! I CAN'T MOVE! I didn't put myself over the question. Dan Payne designed the question UNDER me. Round of applause for Dan.  
DAN: 'Errrr... Umm... actually it was fine the last time I saw it... so shut up!'



Q: Handhelds are getting smaller and smaller, but still have inferior 2D graphics. I'd rather a BIG Game Boy with GameCube graphics arrived. What you think, Deku Tree?  
Anon, via email

A: The DS can do cool 3D graphics. But I agree, handhelds shouldn't get any smaller or I won't be able to play them with my tree-trunk hands.

Q: Why isn't *Burnout 3* being released on GameCube? In our opinion this is a crime against humanity. A sin. You should start a petition.

Mat and Jaz, Barlborough

A: Yes, boys. I am also disappointed about that. Maybe an EA dude got hit by a GameCube-shaped car and cancelled the GC version as his revenge.

Q: In *Wario Ware Inc.: Minigame Mania*, there is a mini-game where you press left and right to cut a tree into pieces. Is that your brother tree?

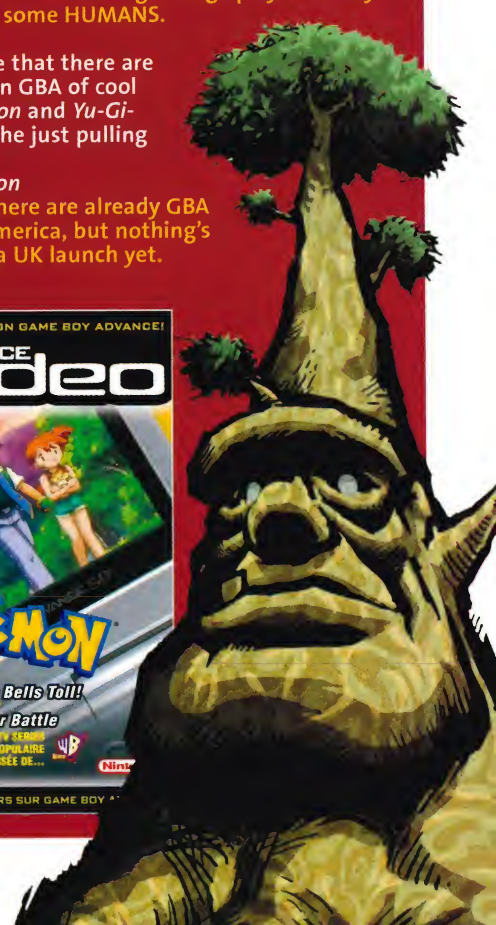
Antony Wilson, Sterlingshire

A: Yeah, right. Very funny. Tree cruelty is so hilarious to you guys. You know what? I think I'm gonna go play *GoldenEye* now and blast away some HUMANS.

Q: My friend told me that there are going to be videos on GBA of cool cartoons like *Pokémon* and *Yu-Gi-Oh!* Is this true or is he just pulling my leg?

Mark Stalham, London

A: It is true, Mark. There are already GBA video carts out in America, but nothing's been confirmed for a UK launch yet. Maybe one day, eh?







## Yoshi's Art

Yoshi has a taste for fine art. He wants to see talent, colour and plenty of imagination. Check out these works of art...

LINK LOSES HIS CLOTHES  
by Elisabeth Taylor, Barnsley



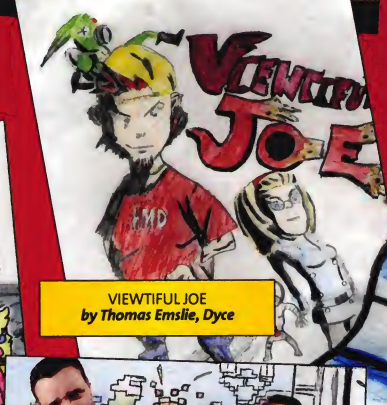
SONIC AND THE GANG  
by Richard Hall, Hull



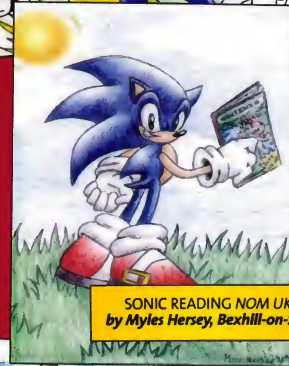
CROUCHED SAMUS  
by Francis Canavan, Purley



VIEWTIFUL JOE  
by Thomas Emslie, Dyce



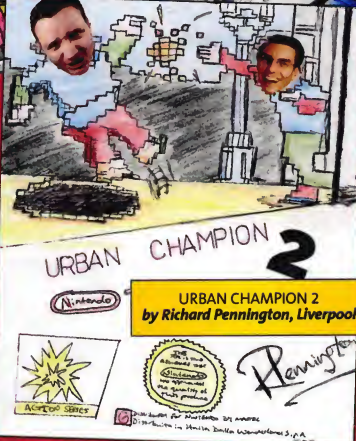
SONIC READING NOM UK  
by Myles Hersey, Bexhill-on-Sea



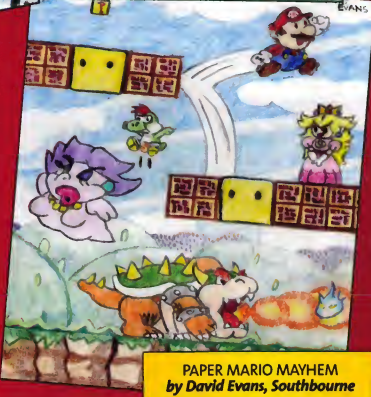
PAPER MARIO VS BOWSER  
by Ben Hopkinson, Putnoe



SAMUS ARAN  
by Anon, Clapton



URBAN CHAMPION 2  
by Richard Pennington, Liverpool



PAPER MARIO MAYHEM  
by David Evans, Southbourne

### >> A world without time

It's hard to believe *Pokémon Crystal* came BEFORE *Pokémon Ruby* and *Sapphire*. I have recently started playing it again and it shocked me how much has been cut out of the new games. There's no day or night time, no mobile phone or Pokémon Radio to enjoy. What's all that about? Marti Bennett, Somerset We were also surprised that *Ruby* and *Sapphire* had no real-time clock. It was cool playing during the night, when the towns were dark and night Pokémon roamed. We can only hope to see that feature return.



### >> Who's the daddy?

Why don't Nintendo make another dedicated Luigi game? *Luigi's Mansion* was far better than *Mario Sunshine*! Luigi is a much cooler character than fat Mario. Forget *Mario 128* – it's *Luigi 128* that would truly rule. Jason Pavey, London Luigi's cool, but not as cool as Mario. Evidence? He's crap in *Super Mario Advance 2*, with dirty, floating jumps and he wets his pants in *Luigi's Mansion*. Mario knows no fear. He'd butt-slam King Boo IN THE FACE. And rob his blue coin. Look, you've angered Mario.

### >> Big Whiner

I am furious that *Viewtiful Joe* and *Sonic Mega Collection* will be on other consoles. They don't need to stoop so low as to go to the PS2. Being a huge Sonic fan, it annoys me even more to know that *Sonic Mega Collection* will be on both the PS2 AND the Xbox with extra features. Shame on you, Sega! Adam Herbert, Peterborough Just 'cos *VJ* and *Sonic Mega Collection* are on other formats, it doesn't mean that your GameCube discs won't work. You CAN STILL play 'em and they'll STILL be great.

### >> The best K.K. Slider Album... EVER

A couple of months ago I noticed that you were asking for ideas for free gifts and I

came up with a great idea. Because of the release of *Animal Crossing* you could do a K.K. Slider soundtrack with all of Totakeke's songs on it. Hey, I'd buy it! Alex Smith, Mickleton Totakeke is a cool character, and his songs rule. We could release a K.K. Slider album and call it *Doggystyle*, but that might anger Snoop Dogg, who'll get Dr. Dre to bust a cap in our asses.

### >> Wind Waker DS

Why is everybody so excited about the new *Zelda*? Yes, it looks brilliant, but it won't grace the UK for a long time yet. And what happens to the cel-shaded Link? They can't just forget about him. Will Link turn into a pirate?





## Spotted!

RUNNER-UP

### Not in Hyrule

My parents and I were walking around Mawsley village when I spotted this street called Link Lane. Did Hyrule change its name to Mawsley?

Nicholas White

If it did then you should worry 'cos according to *The Wind Waker* that whole place is supposed to be under water. Better get building your own lion boat...

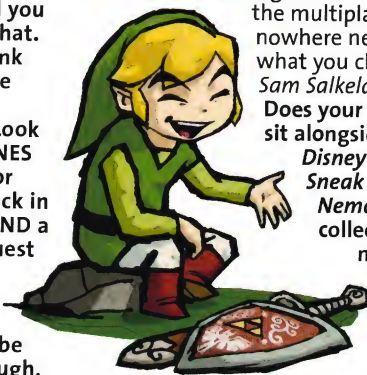


I would like to see *Legend of Zelda: Wind Waker 2* on the Nintendo DS.

Laurie Davis, Kent

Woah man, WOAH! "Why is everybody so excited about the new *Zelda*?" WHAT?

We'll pretend you didn't write that. Cel-shaded Link may still make another appearance. Look at the Super NES Link - gone for years, now back in a re-release AND a whole new quest in *Four Swords*. A DS *Wind Waker* would be awesome though.



### >> Why Wario?

You guys are crazy. How can you prefer the dodging or moving of things in *Wario Ware* to the blowing up of everything in *Serious Sam*? The mini-games are boring and the multiplayer is nowhere near as good as what you claimed.

Sam Salkeld, via email  
Does your *Serious Sam* sit alongside *BMX XXX*, *Disney's Hide and Sneak* and *Finding Nemo* in your collection? You need a new pair of glasses dude. Wario Ware is a GC king!



## Text the Editor

Tell us what's on your Mother Brain.

Now you can let us know how you feel about the world of Nintendo on a text!

Tap in 'TXT', leave a space, add your message and send it to 84070. You must get permission from the bill payer before texting us as each text costs 25p to send. Every text sent to us can be viewed online at [www.clubnom.com](http://www.clubnom.com) and here's just a small selection of your ramblings:

\* Wario ware, four player: you'll laugh so much you will be sick, especially when you make your mate mess up.

\* Bring out a metroid cd- da ssbm is my audio bible!

\* the main character in animal crossin iz so fit. who else finks so?

\* I wish mario was real, you could see mario in a school with a fire flower or walk down the street and hit a block and get money from it.

\* paper mario looks bad! (as in good) i think u have tourmented us enough with reviews! Please unleash the paper plumber!

\* Just thought it would be nice to pet a Meowth or throw a Poké ball.

## MAKE YOUR VERY OWN DS GAME

Design the dual-screen game you'd most love to see on DS

In six months' time, you'll be graced with a new breed of games on Nintendo DS. Games that use two screens, games that you touch to play, games that can respond to your voice, and a whole lot more!

Think of the possibilities. With all these innovative new functions on the Nintendo DS, ideas for games must be bursting out of your mind, and all of us here at *NOM* are dying to see them.

We want you to get drawing your idea for a great new game for the Nintendo DS. The DS is a unique machine so we want you to tell us how your game will utilise its innovative functions to improve the gameplay. You've got two screens, the stylus, the microphone and wireless link-up to play with, so be original and let your imagination be your only limit.

We want pictures of what the graphics might look like, the main characters in your creation, plus a short description of the game's controls and a rundown of the game's plot if there is one.

Using your imagination is the key so don't go ripping off ideas from games that were revealed at E3. Make your own, or even better, why not get your mates round one night to think about what game you'd like to see on Nintendo's new machine.

We'll show the best entries in the mag in a forthcoming issue and you may even win some great Nintendo prizes for your work, so make it a good 'un!

**You MUST remember to ILLUSTRATE AND EXPLAIN your game idea IN DETAIL**



Send us your entries by Dec 6th

Email: [nintendoletters@emap.com](mailto:nintendoletters@emap.com) (mark entries 'My DS Game')

Post: 'My DS Game', Quill's Mail, *NOM* UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW

Don't forget to add your name, address and phone number!



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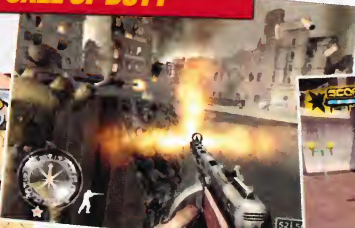
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# Nintendo

## HALL OF FAME EXTRA



# MEGA CHALLENGE

**Bash your bongos and win the chance to come to a special *DONKEY KONGA DAY* at *NOM* Towers. You could win stuff!**



We want to find the best bongo bashers in the country to come and take part in an awesome *Konga* challenge here at *NOM*. We've already started soundproofing the Games Room so the din of raucous clapping won't put everyone off their work. Our resident *Konga* King Rob has set these pretty tough scores on two classic Nintendo tunes, which you can see in the screenshots below. All we need you to do is to try and beat them.

If your combined score beats Rob's or, if no one in the country can match him, those players who have the highest combined score will be invited to *NOM* Towers for the day. You'll have to play against all the other finalists and perhaps even play the *Konga* King himself. There'll be some wicked prizes up for grabs, so what are you waiting for? Get practising right away!

**To enter just fill in the form below and don't forget to include evidence of your high score (photo or video) or email it to [rob.burman@emap.com](mailto:rob.burman@emap.com)**

**ALL ENTRIES MUST BE RECEIVED BY NOVEMBER 19th.**



■ Dum, dum, dum, dum-dum-da-dum, da, da, da...



■ Only a one-armed Moblin would have trouble here

Name: \_\_\_\_\_

High Scores: \_\_\_\_\_

Address: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Age: \_\_\_\_\_

Contact number: \_\_\_\_\_

Please post your entry details and evidence of your scores to: *Donkey Konga Challenge, NOM UK, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW*







# BEAM INTO BATTLE!

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